

C++ Software Engineering

for engineers of other disciplines

Module 2

2nd Lecture: Assignments



ALTE

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Assignment 1



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- Implement an *interface* for shape, and derive circle, triangle, rectangle, square as *children*. Overload all three comparison operators to compare the shapes based on their area -- if equal then their perimeter should be considered. Only, and if only both area and perimeter are equal then the objects should be considered equal.

• Take $\pi=3$.

Bonus



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- Identify the abstract objects from yesterday's assignment and implement *interfaces* for them – update the code with today's lecture topics.