



UNIVERSITY OF RUHUNA

Faculty of Engineering

End-Semester 2, Examination in Engineering, February 2023

Module No: EE2201      Module Name: Computer Programming II

[2 Hours]

[Answer all questions. All questions carry equal marks]

Part II

Q1. Declaration of the class `cList` as it appears in the include file is given in Listing 1, and described in Table Q1. The class `cList` is designed to store a list of 10 numbers, indexed from 1 to 10. Definition (implementation) of constructors as they appear in the file `cList.cpp` is given in Listing 2 in page 3.

Table Q1: Description of `cList` members

Method	Description
<code>cList()</code>	Constructor. Creates Empty List
<code>cList(double argx[])</code>	Constructor. Creates List initialized with <code>argx[]</code>
<code>bool InsertAt(int index, double argx)</code>	insert number <code>argx</code> at given index
<code>double FindAt(int index)</code>	Returns the number at given index
<code>bool Find(double argx)</code>	Returns true if given number <code>argx</code> exists in the list
<code>int FindIndex(double argx)</code>	Gets the index of a given number <code>argx</code>
<code>cList Reverse()</code>	Reverses the list and returns it
<code>double x[N]</code>	Store data of the list, where $N=10$

Implement the following member methods in C++.

- a) `bool InsertAt(int index, double argx)` [2 Marks]
- b) `bool Find(double argx)` [2 Marks]
- c) `int FindIndex(double argx)` [2 Marks]
- d) `cList Reverse()` [2 Marks]

Q2. Declaration of the class `cComplex` as it appears in the include file `cComplex.h` is given in Listing 3, and described in Table Q2. The class `cComplex` is designed to represent a complex number of standard form  $Z = Re + iIm$ , where  $Re$  and  $Im$  are real numbers. Definition) of constructors as they appear in the file `cComplex.cpp` is given in Listing 4.

- a) Consider the definition of overloaded assignment operator of the class `cComplex` given in Listing 5. Explain the purpose of statement `return *this;` by using an appropriate example. [2 Marks]

Table Q2: Description of cComplex members

Method	Description
<b>double</b> Re	Real part of the imaginary number
<b>double</b> Im	Imaginary part of the imaginary number
cComplex()	Overridden Default Constructor
cComplex( <b>double</b> argRe, <b>double</b> argIm)	Overloaded Constructor. Sets Re=argRe and Im=argIm
cComplex(&argZ)	Copy Constructor
<b>void</b> setRe( <b>double</b> argRe)	Sets Re = argRe
<b>void</b> setIm( <b>double</b> argIm)	Sets Im = argIm
<b>void</b> setZ( <b>double</b> argRe, <b>double</b> argIm)	Sets Re = argRe and Im = argIm
<b>double</b> getRe()	Returns Re
<b>double</b> getIm()	Returns Im
cComplex & <b>operator</b> = (cComplex &argZ)	Overloaded Assignment Operator
cComplex & <b>operator</b> + (cComplex &argZ)	Overloaded + Operator
<b>bool</b> isTemporary	True if the object is <i>temporary</i>
<b>void</b> killWhenTmp(cComplex *m);	Deletes m

- b) Modify the definition of the assignment operator of the class cComplex (in Listing 5) in order to avoid self assignment. [2 Marks]
- c) Explain the purpose of method killWhenTemp() used in the overloaded + operator given in Listing 6, by using an appropriate example of application. [2 Marks]
- d) Multiplication of complex numbers  $z_1$  and  $z_2$  where  $z_1 = a + ib$  and  $z_2 = c + id$ , results in  $z = z_1 z_2 = (ac - db) + i(ad + bc)$ . Give the definition of overloaded operator \* for the said multiplication  $z_1 z_2$ . [2 Marks]
- Q3.** a) Why inheritance is required in computer programming?. Explain by using an example. [4 Marks]
- b) Assume that the variable x is declared in the base class. Explain the accessibility of x in the derived class, if the applied access specifier on tox is **private**, **public** or **protected**. [2 Marks]
- c) What is polymorphism? Explain by using an example. [2 Marks]

Listing 1: cList class declaration as it appears in the file cList.h

```

#ifndef CLIST_H
#define CLIST_H

#define N 10

class cList
{
public:
    cList(); // Creates Empty List
    cList(double argx[]); // Creates List initialized with argx[]
    bool InsertAt(int index, double argx ); // insert value at given index
    double FindAt(int index); // find the value at given index
    bool Find(double argx); // check if given value exists
    int FindIndex(double argx); //get the index of a given value
    cList Reverse();

    virtual ~cList();

private:
    double x[N];
};

#endif // CLIST_H

```

Listing 2: Constructors of cList as it appears in the file cList.cpp

```

cList::cList()
{
    int i=0; while(i<N) { x[i]=0; ++i;} }

cList::cList(double argx[])
{
    int i=0; while(i<N) { x[i]=argx[i];++i;} }

```

Listing 3: cComplex class declaration as it appears in the file cComplex.h

```

#ifndef CCOMPLEX_H
#define CCOMPLEX_H

class cComplex
{
public:
    cComplex();
    cComplex(double argRe, double argIm);
    cComplex(cComplex &argZ);
    virtual ~cComplex();
    void setRe(double argRe);
    void setIm(double argIm);
    void setZ(double argRe, double argIm);
    double getRe();
    double getIm();

    cComplex & operator = (cComplex &argZ);

```



```

    cComplex & operator + (cComplex &argZ);

private:
    double Re;
    double Im;
    bool isTemporary;
    void killWhenTmp(cComplex *m);
};
#endif // CCOMPLEX_H

```

Listing 4: Constructors of cComplex as it appears in the file cComplex.cpp

```

cComplex::cComplex()
{
    Re = 1; Im = 1; isTemporary = false;
}

cComplex::cComplex(double argRe, double argIm)
{
    Re = argRe; Im = argIm; isTemporary = false;
}

cComplex::cComplex(cComplex &argZ)
{
    Re = argZ.Re; Im = argZ.Im; killWhenTmp(&argZ);
}

```

Listing 5: overloaded assignment operator of cComplex

```

cComplex & cComplex::operator = (cComplex &argZ)
{
    Re = argZ.Re; Im = argZ.Im;
    killWhenTmp(&argZ);
    return *this;
}

```

Listing 6: overloaded + operator of cComplex

```

cComplex & cComplex::operator + (cComple &argZ)
{
    cComplex *ptr = new cComplex();
    ptr->isTemporary = true;
    ptr->Re = Re + argZ.Re;
    ptr->Im = Im + argZ.Im;

    killWhenTmp(&argZ);
    killWhenTmp(this);
    return *ptr;
}

```