Computer Systems (SS 2018) Exercise 2: April 24, 2018

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The exercise is to be submitted by the denoted deadline via the submission interface of the Moodle course as a single file in zip (.zip) or tarred gzip (.tgz) format which contains the following files:

- A PDF file ExerciseNumber-MatNr.pdf (where Number is the number of the exercise and MatNr is your "Matrikelnummer") which consists of the following parts:
 - 1. A decent cover page with the title of the course, the number of the exercise, and the author of the solution (identified by name, Matrikelnummer and email address).
 - 2. For every source file, a listing in a *fixed width font*, e.g. Courier, (such that indentations are appropriately preserved) and an appropriate *font size* such that source code lines do not break.
 - 3. A description of all tests performed (copies of program inputs and program outputs) explicitly highlighting, if some test produces an unexpected result.
 - 4. Any additional explanation you would like to give. In particular, if your solution has unwanted problems or bugs, please document these explicitly (you will get more credit for such solutions).
- Each source file of your solution (no object files or executables).

Please obey the coding style recommendations posted on the course site.

Exercise 2: Integers and Rationals

1. First, implement a class Integer whose objects represents integer numbers of arbitrary size; this class shall provide (at least) the following interface:

```
class Integer {
public:
  // integer number representing value <i>, default 0
  Integer(int i = 0);
  // integer number with sign <s> and <n> base-100 digits d[0],...
  Integer(bool s, int n, char *d);
  // destructor
  ~Integer();
  // overload output operator for this type
  friend ostream& operator<<(ostream& os, const Integer& i);</pre>
  // negation, sum, difference, product of this number and <i>
  Integer operator-();
  Integer operator+(const Integer& i);
  Integer operator-(const Integer& i);
  Integer operator*(const Integer& i);
  // equality and less-than-equality of this number and <i>
 bool operator==(const Integer& i);
  bool operator<=(const Integer& i);</pre>
};
```

An integer shall be represented by a triple $\langle s, n, d \rangle$ where s is a boolean value that is true, if the integer is negative, n is a natural number, and d is a (pointer to a) heap-allocated array of length n whose elements represent bytes (values of type char): every element d[i] holds the two decimal digits of the integer with positional values 10^{2i} and 10^{2i+1} (i.e., we represent the integers in the number system with base 100). For instance, the number -12345 is represented by s = true, n = 3, and d = [45, 23, 1] (i.e., d[0] = 45, d[1] = 23, d[2] = 1). If n = 0, the representation denotes the number 0, if n > 0, then a[n-1] > 0, i.e., the representation does not store leading zeros (and is thus canonical).

If the second constructor is called with s = true and n = 0, the sign s = false is stored. Furthermore, this constructor does not use the given array d as its internal representation but creates a copy and makes sure that this copy does not hold leading zeros. The destructors frees this copy.

For implementing the arithmetic operations, first allocate a temporary array for the digits of the result and then fill this array with the appropriate digits; finally construct the actual result from this array using the second constructor and free the temporary array. The operations are to be implemented with the usual "school algorithms"; for example, for

computing the product, multiply the first number with every digit of the second number and add the (appropriately shifted) intermediate results.

2. Second, implement a class Rational whose objects represent rational numbers (with numerators and denominators of arbitrary size); this class shall provide (at least) the following interface:

```
class Rational {
public:
  // rational with numerator <n> and denominator <d> (both may be negative)
  Rational(const Integer &n, const Integer &d);
  // destructor
  ~Rational();
  // overload output operator for this type
  friend ostream& operator<<(ostream& os, const Rational& r);</pre>
  // arithmetic on this number and <r>
  Rational operator-();
  Rational operator+(const Rational& r);
  Rational operator-(const Rational& r);
  Rational operator*(const Rational& r);
  Rational operator/(const Rational& r);
  // equality and less-than-equality of this number and <r>
  bool operator==(const Rational& r);
 bool operator<=(const Rational& r);</pre>
};
```

A rational shall be represented by a pair $\langle n, d \rangle$ where numerator n and denominator d > 0 are integers of arbitrary size (values of type Integer); n and d may have common divisors, thus this representation is not canonical (please note that the comparison $a_1/b_1 = a_2/b_2$ can be implemented by the test $a_1 \cdot b_2 = a_2 \cdot b_1$; similarly a test for inequality is possible).

If the constructor is called with d = 0, the program aborts with an error message. If d < 0, then both the signs of n and d are inverted.

The classes thus support the following operations:

```
char d1[] = { 45, 23, 1 };
char d2[] = { 99, 66, 33, 0, 0 };
Integer i1(true, 3, d1); Integer i2(false, 5, d2);
cout << i1 << " " << i2 << endl;
Integer i3 = -i1; Integer i4 = i1+i2;
cout << i3 << " " << i4 << endl;
Integer i5 = i1-i2; Integer i6 = i1*i2;
cout << i5 << " " << i6 << endl;</pre>
Rational r1(i1,i2); Rational r2(i4,i5);
```

```
cout << r1 << " " << r2 << endl;
Rational r3 = -r1; Rational r4 = r1+r2; Rational r5 = r1-r2;
cout << r3 << " " << r4 << " " << r5 << endl;
Rational r6 = r1*r2; Rational r7 = r1/r2;
cout << r6 << " " << r7 << endl;
```

Test each of the two classes in a *comprehensive* way (several calls of each method) including also the calls shown above (print the results and show the program output in the deliverable).