

Exercise

1) Build a project consisting of

- a class Rectangle, implementing separately the header file Rectangle.h and the source file Rectangle.C
- a main program myprog.C that uses the Rectangle class

Compile the Rectangle object, the main object, and link them

```
class Rectangle
{
public:
    Rectangle(double b=1, double h=1); //constructor

    void setBaseHeight(double, double); //set base and height of the rectangle
    double getDiag(void); //get the rectangle diagonal
    double getArea(void); //get the rectangle area
    double getB(void); //get the rectangle base
    double getH(void); //get the rectangle height

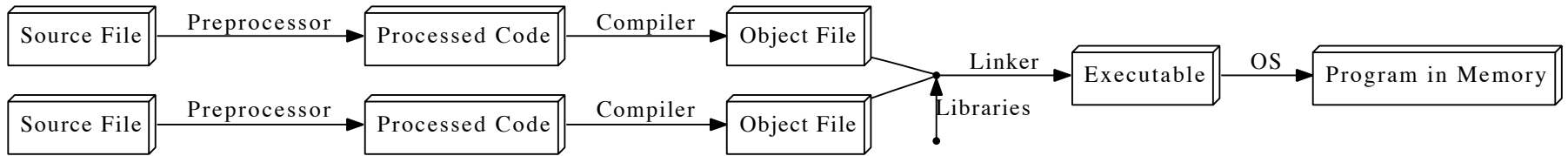
private:
    double base; double height;
    ~Rectangle(); //destructor
};
```

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2) Use an external library to implement the `getDiag` function

We could use:

- GSL (GNU Scientific Library) is a library that provides basic and advanced math and analysis tools.

```
double gsl_hypot( double x, double y)
```

(that basically returns `sqrt(x*x+y*y)`)

GSL libraries `libgsl` and `libgslcblas` and the headers are available in the lab computers

```
/usr/include/gsl  
/usr/lib64
```

- from ROOT `libMathCore`

```
double TMath::Sqrt(double a)  
double TMath::Power(double a, double b)
```

instead of using the “standard” `sqrt()` and `pow()`

Exercise

3) Write a Makefile to automatically compile your project

Exercise

4) Implement, for the Rectangle class and for the main function, some debug printouts via a Preprocessor Directive

Exercise

5) Implement a 'static' method, `Rectangle::Merge()`, that accepts two `Rectangle` instances as inputs, checks if one of the two sides (base or height) is equal and, if yes, returns a new `Rectangle` object, sum of the two inputs.

In the main function, compute the Area and the Diagonal for this new `Rectangle`.

What happen if both the sides of the two inputs are different? What to return?

Exercise

6) Implement a method, overloading the '+' operator (*), acting on one Rectangle instance and *adding* to it another Rectangle instance:

```
Rectangle a;  
Rectangle b;  
Rectangle c = a+b;
```

(*) let's define "sum" as the sum of both the *base* and *height*.