CS 3005: Programming in C++

Overloaded Operators

This assignment requires extending the text-based application for working with PPM images. The user will now be able to add two images, take their difference, and multiple or divide them by a number. The result will be the ability to blend two images, and to change the overall brightness of an image.

Assignment

In this assignment, you will update the ppm_menu program from the previous assignments. All of the previous assignments’ functionality will remain intact.

Programming Requirements

Make changes as described below.

Update PPM.{h,cpp}

The following methods must be added to the PPM class declaration in PPM.h and implemented in PPM.cpp.

- bool operator==( const PPM& rhs ) const; Returns true if *this has the same number of pixels as rhs. Otherwise returns false.
- bool operator!=( const PPM& rhs ) const; Returns true if *this has a different number of pixels than rhs. Otherwise returns false.
- bool operator<( const PPM& rhs ) const; Returns true if *this has a fewer number of pixels than rhs. Otherwise returns false.
- bool operator>( const PPM& rhs ) const; Returns true if *this has a greater number of pixels than rhs. Otherwise returns false.
- bool operator<=( const PPM& rhs ) const; Returns true if *this has the same number of pixels as or equal number of pixels. Otherwise returns false.
- bool operator>=( const PPM& rhs ) const; Returns true if *this has a greater number of pixels than or equal number of pixels. Otherwise returns false.

PPM& operator+=( const double& rhs ); Creates a new PPM object with the same meta data (height, width, max color value) as *this. Sets the channel values in the new object to the sum of the channel values for *this and rhs. If the value is greater than max color value, set to max color value. Returns the new object.

PPM& operator-=( const PPM& rhs ); Creates a new PPM object with the same meta data (height, width, max color value) as *this. Sets the channel values in the new object to the difference of the channel values for *this and rhs. If the value is less than 0, set to 0. Returns the new object.

PPM& operator*=( const double& rhs ); Multiplies every channel value of *this by rhs. If the resulting value is larger than max color value, set to max color value. If the resulting value is less than 0, set to 0. Returns *this.

PPM& operator/=( const double& rhs ); Divides every channel value of *this by rhs. If the resulting value is larger than max color value, set to max color value. If the resulting value is less than 0, set to 0. Returns *this.

Update ppm_menu.h add image_filters.cpp
Implement the following functions in a new file `image_filters.cpp`. Put the declarations in `image_menu.h`. The functions should use input image 1 as the left hand operand. If the right hand operand is a PPM object, use input image 2. If the right hand operand is a numeric value, use `getDouble` to ask the user for the value to use. If the operator does not change the left hand operand, assign the result into the output image.

- **void plusEquals(ActionData& action_data);** Modifies input image 1 by adding input image 2 to it.
- **void minusEquals(ActionData& action_data);** Modifies input image 1 by subtracting input image 2 from it.
- **void timesEquals(ActionData& action_data);** Modifies input image 1 by multiplying it by the double obtained by calling `getDouble` with a prompt of “Factor?.”
- **void divideEquals(ActionData& action_data);** Modifies input image 1 by dividing it by the double obtained by calling `getDouble` with a prompt of “Factor?.”
- **void plus(ActionData& action_data);** Sets output image to be the sum of input image 1 and input image 2.
- **void minus(ActionData& action_data);** Sets output image to be the difference of input image 1 and input image 2.
- **void times(ActionData& action_data);** Sets output image to input image 1 times the double obtained by calling `getDouble` with a prompt of “Factor?.”
- **void divide(ActionData& action_data);** Sets output image to input image 1 divided by the double obtained by calling `getDouble` with a prompt of “Factor?.”

**Update** `image_menu.h` and `image_output.cpp`

- **void readUserImage2(ActionData& action_data);** Like `readUserImage1`, but stores into input image 2.

**Update** `controllers.cpp`

The following functions will require updates to their implementations.

- **void configureMenu(MenuData& menu_data);** add the new actions with the names and descriptions listed below.

**Table of New Commands**

<table>
<thead>
<tr>
<th>Command Name</th>
<th>Function Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>read2</td>
<td>readUserImage2</td>
<td>“Read file into input image 2.”</td>
</tr>
<tr>
<td>“+”</td>
<td>plus</td>
<td>“Set output image from sum of input image 1 and input image 2.”</td>
</tr>
<tr>
<td>“+=”</td>
<td>plusEquals</td>
<td>“Set input image 1 by adding in input image 2.”</td>
</tr>
<tr>
<td>“-”</td>
<td>minus</td>
<td>“Set output image from difference of input image 1 and input image 2.”</td>
</tr>
<tr>
<td>“-=”</td>
<td>minusEquals</td>
<td>“Set input image 1 by subtracting input image 2.”</td>
</tr>
<tr>
<td>“*”</td>
<td>times</td>
<td>“Set output image from input image 1 multiplied by a number.”</td>
</tr>
<tr>
<td>“*=”</td>
<td>timesEquals</td>
<td>“Set input image 1 by multiplying by a number.”</td>
</tr>
<tr>
<td>“/”</td>
<td>divide</td>
<td>“Set output image from input image 1 divided by a number.”</td>
</tr>
<tr>
<td>“/=”</td>
<td>divideEquals</td>
<td>“Set input image 1 by dividing by a number.”</td>
</tr>
</tbody>
</table>

**Update** Makefile

This file must now also include a rule for `clean`. The following commands should work correctly.

- `make_hello` - builds the hello program
- `make_questions_3` - builds the questions_3 program
- `make ascii_image` - builds the ascii_image program
- `make image_file` - builds the image_file program
- `make ppm_menu` - builds the image_file program
- `make all` - builds all programs
- `make` - builds all programs (same as `make all`)
- `make clean` - removes all .o files, and all executable programs

**Additional Documentation**

- [C++ Reference](#)
- [Examples from class](#)
- [Digital Image Processing on Wikipedia](#)
Sample PPM Images

- Monet's Lilies
- Van Gogh's Starry Night
- Monet + Van Gogh
- Monet - Van Gogh
- Monet *= 1.5
- Van Gogh /= 2.0

Show Off Your Work

To receive credit for this assignment, you must

- use git to add, commit and push your solution to your repository for this class.
- successfully pass all unit tests and acceptance tests

Additionally, the program must build, run and give correct output.

Extra Challenges (Not Required)

- Create additional operators.