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**CSI 2172
Assignment 1
Due Date: 31 May 2004**

Date: 18 May 2004

1. Your first program in C++ is to implement the following compaction algorithm according to the following specification:
 - a. The program will read user ids as strings of 8 characters.
 - b. The allowable characters are ['a' - 'z', 'A' - 'Z' and '0' - '9'].
 - c. Lower case letters are converted to upper case.
 - d. Characters 'A' - 'Z' are translated to the numbers 1 - 26.
('A' is translated to 1, 'B' to 2, ... 'Z' to 26)
 - e. Characters '0' - '9' are translated to the numbers 27 - 36.
('0' is translated to 27, '1' to 28, etc.)

Each number is stored in 1 byte (8 bits).

After the translation is done, we perform the following mapping:

From the first 3 numbers, we create a compacted integer value of size 16 bits by the following expression:

$$\text{Compacted Value} = \text{number 0} + (\text{number 1}) * 40 + (\text{number 2}) * 40 * 40$$

From the second 3 numbers, we create another compacted value of size 16 bits by the following expression:

$$\text{Compacted Value} = \text{number 3} + (\text{number 4}) * 40 + (\text{number 5}) * 40 * 40$$

From the last 2 numbers, we create a third compacted value of size 16 bits by the following expression:

$$\text{Compacted Value} = \text{number 6} + (\text{number 7}) * 40$$

Therefore, we have translated a user id from 64 bits (8 characters * 8 bits) to a string of 48 bits (3 compacted values * 16 bits)

Your program must then output to the screen the compacted user id (string of 48 bits) in hexadecimal format.

2. Implement the decompaction algorithm in C++ by reading the compacted string of bits in Hexadecimal format (see Exercise 1) and converting it back to the original user id in ASCII format.
3. Write a program in C++ which finds the greatest common divisor of 2 positive integers. The 2 integer numbers are read in by the program.
4. Implement 2 classes called Circle and Point in a 2-dimensional space.
 - Given a point and a circle, check to see if a point is inside the circle, on the circle or outside the circle
 - Given 2 circles, check to see if one circle is inside the other or tangent to it.