Subject: Complex numbers..How to use in upp?? Posted by Monty.mvh on Fri, 16 Sep 2011 11:42:20 GMT View Forum Message <> Reply to Message

Hi,

I need to use complex numbers for some mathematical calculations. Can anyone guide me how to use it ...

Subject: Re: Complex numbers..How to use in upp?? Posted by 281264 on Fri, 16 Sep 2011 20:59:02 GMT View Forum Message <> Reply to Message

Hi,

Check complex class in C++ by including #include<complex> in your header file or .cpp file.

Here is a simple example:

// Demonstrate complex class
#include <iostream>
#include <complex>
using namespace std;

```
int main()
{
    complex<double> complex_01(10, 20);
    complex<double> complex_02(40, -3);
    cout << complex_01 <<endl;
    cout << complex_02 << endl;
    complex<double> complex_03 = complex_01 + complex_02;
    cout << complex_03 << endl;
    return 0;
}</pre>
```

Cheers,

Javier

Subject: Re: Complex numbers..How to use in upp?? Posted by Monty.mvh on Sat, 17 Sep 2011 04:34:39 GMT View Forum Message <> Reply to Message Thanks Javier,

Can i individually access real and imaginary parts.. Something like this: a[0].re =3 and a[0].im = 5

Subject: Re: Complex numbers..How to use in upp?? Posted by dolik.rce on Sat, 17 Sep 2011 10:12:30 GMT View Forum Message <> Reply to Message

There is a support for complex numbers in U++ Core: the Complex class. See uppsrc/Core/Complex.h for some details. It is based on the std::complex that Javier recommended in previous post, but adds some integration with U++, e.g. Value compatibility.

Simple usage:#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN{ Complex a(1,2); Cout() << "a = " << a << "\n"; Cout() << "Im(a) = " << a.imag() << "\n"; Cout() << "Re(a) = " << a.real() << "\n"; Cout() << "|a| = " << abs(a) << "\n"; Cout() << "2a = " << Complex(a+a) << "\n"; Cout() << "a^2 = " << Complex(a*a) << "\n"; }

Best regards, Honza

Subject: Re: Complex numbers..How to use in upp?? Posted by 281264 on Sat, 17 Sep 2011 16:27:22 GMT View Forum Message <> Reply to Message

Honza,

Thank you. I was not aware about this Upp class; certainly it will be useful.

Cheers,

Javier

it's been added shortly see last release infos..

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