

Pg. 653-658 / 2-10 even, 18-28 even, 46, 52

2.) No. It defines a data type that can be used to create a variable, but it does not create one on its own.

4.) a.) Point center;
b.) center.x = 12;
c.) center.y = 7;
d.) cout << "Center: (" << center.x << ", " << center.y << ")\\n";

6.) cout << "Part Name of Element 49: " << inventory[49].partName;

8.) a.) Rectangle x;
r = &x;
b.) *(r).length = 10;
*(r).width = 14;

10.) a.) valid
b.) invalid
c.) false (but valid)
d.) false // need to static cast
e.) valid
f.) valid
g.) valid //prints index

18.) Car cars[25];

20.) cout << setw(8) << " " << setw(12) << "Make" << setw(6) << "Year" << setw(7) << "Cost\\n";
for(int i = 0; i<35; i++) {
 cout << "Car " << setw(2) << i << ": " << setw(12) << cars[i].carMake << setw(6) <<
 cars[i].yearModel << "\$" << setw(6) << cars[i].cost << endl;
}

22.) reading.windSpeed = 37;
reading.humidity = .32;
reading.temperature = {32, 0};

24.) void findReading(Reading &r) {
 cout << "Wind Speed: ";
 cin >> r.windSpeed;
 cout << "Humidity: ";
 cin >> r.humidity;
 cout << "Temperature(F): ";
 int tempF = 0;
 cin >> tempF;
 cout << "Temperature(C): ";

- ```
 int tempC = 0;
 cin >> tempC;
 r.temperature = {tempF, tempC};
 }
26.) void recordReading(Reading * r) {
 cout << "Wind Speed: ";
 cin >> r->windSpeed;
 cout << "Humidity: ";
 cin >> r->humidity;
 cout << "Temperature(F): ";
 int tempF = 0;
 cin >> tempF;
 cout << "Temperature(C): ";
 int tempC = 0;
 cin >> tempC;
 r->temperature = {tempF, tempC};
 }

28.) a.) Color
 b.) RED, ORANGE, GREEN, BLUE
 c.) Color c = RED;

46.) forgot semicolon after the closing curly bracket

52.) Uses struct "TwoVals" when it doesn't exist in this program. Should've used "ThreeVals".
 *sptr.a dereferences a, not sptr. Should use (*sptr).a instead.
```