

# Lab 5 answers

//

**Pointers :**

## **11.2 ) Print the consonants**

```
#include <iostream>
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
    int x,counter=0;
```

```
    char y[50000],input;
```

```
    cout << "please type the size of the array " ;
```

```
    cin >> x;
```

```
    for (int i=0;i<x;i++){
```

```
        cin >> input;
```

```
        if(input!='a' && input!='o' && input!='u' && input!='i' && input!='e'){
```

```
            y[counter]= input;
```

```
            counter++;
```

```
        }
```

```
    }
```

```
    for (int j=0;j<=counter;j++){
```

```
        cout << y[j] << " ";
```

```
    }
```

```
    return 0;
```

```
}
```

//

## **11.3 ) Sort an Array**



[illegible]

```
int findthelargest(const int* x, int z){
    int large = 0 ;
    for(int i=0;i<z;i++){
        if (x[i] > large ) large = x[i] ;
    }
}
```

```

    }
    return large;
};

```

```
int main()
{
    int x[8]= {6, 7, 9, 10, 15, 3, 99, -21} ;
    int y= findthelargest(x,8) ;
    cout << y << endl;
    return 0;
}
```

////////////////////////////////////

### 11.11) Geometry: find the bounding rectangle:

Will have another implementation using classes.

```
#include <iostream>
```

```
using namespace std;
```

```
double findthemax(const double* x, int z){
    double large = 0 ;
    for(int i=0;i<z;i++){
        if (x[i] > large ) large = x[i] ;
    }
}
```

```

    }
    return large;
};

```

```
double findthemin(const double* x, int z){
    double minn = 100000 ;
    for(int i=0; i<z; i++){
        if (x[i] < minn ) minn = x[i] ;
    }
}
```

```
    return minn;
};
```

```
int main()
{
    cout << "Enter Five Points " << endl;
    double x[5],y[5];
    for (int i=0;i< 5;i++){

        cin >> x[i] >> y[i] ;

    }
    double centre[2] ;
    double width = findthemax(x,5)- findthemin(x,5);
    double hight = findthemax(y,5)- findthemin(y,5);

    centre[0]= (findthemax(x,5)+findthemin(x,5))/2;
    centre[1]= (findthemax(y,5)+findthemin(y,5))/2;

    cout << "The bounding rectangle's center ("<<centre[0] << ", " << centre[1] << "), width: " <<
width << ", hight: " << hight << endl ;
    return 0;
}
```

////////////////////////////////////

### Structures :

## 11.1 ) Movie Data

```
#include <iostream>
```

```
using namespace std;
```

```
struct MovieData{
```

```
string title;  
string director;  
int year_released;  
int running_time ; // in minutes
```



```

cout << "please write info of month : "<< i+1 << endl;
cout << "TotalRainfall: " ;
cin >> weather[i].TotalRainfall ;
cout << "HighTemperature: " ;
cin >> weather[i].HighTemperature ;
if (weather[i].HighTemperature > 140 || weather[i].HighTemperature < -100){
    cout << "\n this temperature is invalid, it should be between -100 & 140" << endl ;
    i-- ;

    continue ;
}
else if(weather[i].HighTemperature > highest[0]){
    highest[0] = weather[i].HighTemperature;
    highest[1]= i+1 ;

}
else if(weather[i].HighTemperature < lowest[0]){
    lowest[0] = weather[i].HighTemperature;
    lowest[1]= i+1 ;

}
cout << "LowTemperature: " ;
cin >> weather[i].LowTemperature;
if (weather[i].LowTemperature > 140 || weather[i].LowTemperature < -100){
    cout << "this temperature is invalid, it should be between -100 & 140" << endl ;
    i-- ;

    continue ;
}
else if(weather[i].LowTemperature > highest[0]){
    highest[0] = weather[i].LowTemperature;
    highest[1]= i+1 ;

}
else if(weather[i].LowTemperature < lowest[0]){
    lowest[0] = weather[i].LowTemperature;
    lowest[1]= i+1 ;

}
weather[i].AverageTemperature = (weather[i].HighTemperature +
weather[i].LowTemperature)/2 ;
avrain += weather[i].TotalRainfall ;
avtemp += weather[i].AverageTemperature;

```





```

float Housing ;
float Utilities ;
float HouseholdExpenses ;
float Transportation ;
float Food ;
float Medical;
float Insurance ;
float Entertainment ;
float Clothing ;
float Miscellaneous ;

};

MonthlyBudget getdata(){

MonthlyBudget x;
    cout << "Please enter the Budget Of this Month : " << endl;
    cout << "Housing : " ;
    cin >> x.Housing ;
    cout << "Utilities : " ;
    cin >> x.Utilities ;
    cout << "Household Expenses : ";
    cin >> x.HouseholdExpenses ;
    cout << "Transportation : ";
    cin >> x.Transportation ;
    cout << "Food : " ;
    cin >> x.Food ;
    cout << "Medical : " ;
    cin >> x.Medical ;
    cout << "Insurance : " ;
    cin >> x.Insurance ;
    cout << "Entertainment : " ;
    cin >> x.Entertainment ;
    cout << "Clothing : " ;
    cin >> x.Clothing ;
    cout << "Miscellaneous : ";
    cin >> x.Miscellaneous ;

    return x;
}

```

```

void display(MonthlyBudget y){

    // you can add here any functionality or calculations you want .

    cout << "\n This is your Budget \n" << endl;

    cout << "/////////////////////" << endl;

    cout << " Housing :" << y.Housing << endl << " Utilities :" << y.Utilities << endl << "
HouseholdExpenses :" ;
    cout << y.HouseholdExpenses << endl << " Transportation :" << y.Transportation << endl << "
Food :" << y.Food ;
    cout << endl << " Medical :" << y.Medical << endl << " Insurance :" << y.Insurance << endl << "
Entertainment :" << y.Entertainment ;
    cout<< endl << " Clothing :" << y.Clothing << endl << " Miscellaneous :" << y.Miscellaneous <<
endl ;

    float spendings =
y.Clothing+y.Entertainment+y.Food+y.HouseholdExpenses+y.Housing+y.Insurance+y.Medical+
y.Miscellaneous+y.Transportation+y.Utilities ;
    cout << "You spent " << spendings << " $ this month. " << endl;

}

int main()
{
    MonthlyBudget thismonth;
    thismonth = getdata();
    display(thismonth) ;

    return 0;
}

```