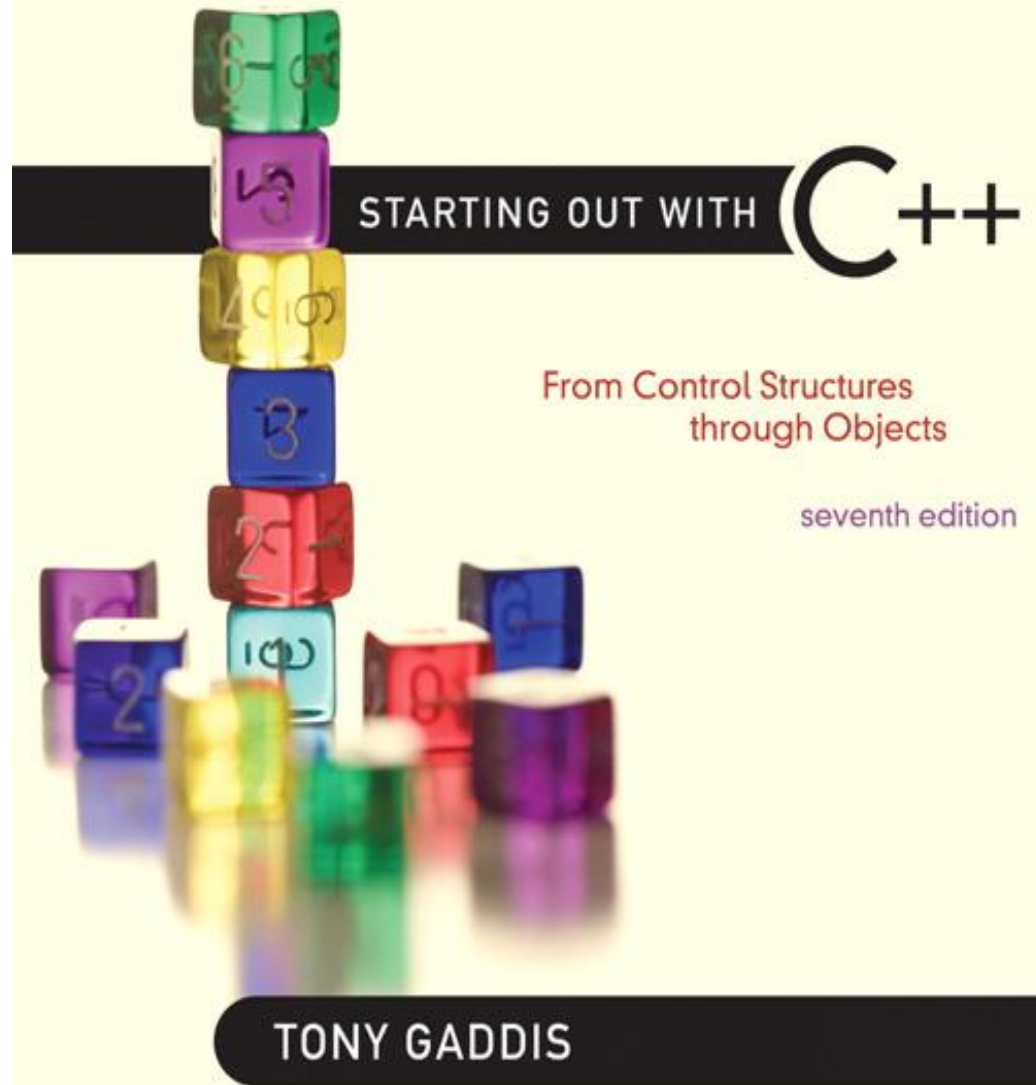


Chapter 3:

Expressions and Interactivity



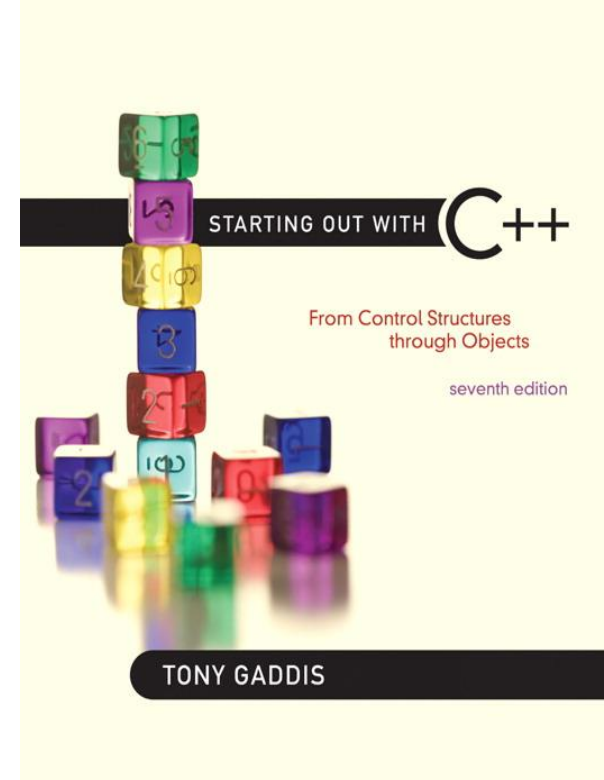
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3.1

The `cin` Object



The `cin` Object

- Standard input object
- Like `cout`, requires `iostream` file
- Used to read input from keyboard
- Information retrieved from `cin` with `>>`
- Input is stored in one or more variables

The `cin` Object in Program 3-1

Program 3-1

```
1  // This program asks the user to enter the length and width of
2  // a rectangle. It calculates the rectangle's area and displays
3  // the value on the screen.
4  #include <iostream>
5  using namespace std;
6
7  int main()
8  {
9      int length, width, area;
10
11      cout << "This program calculates the area of a ";
12      cout << "rectangle.\n";
13      cout << "What is the length of the rectangle? ";
14      cin >> length;
15      cout << "What is the width of the rectangle? ";
16      cin >> width;
17      area = length * width;
18      cout << "The area of the rectangle is " << area << ".\n";
19      return 0;
20 }
```

Program Output with Example Input Shown in Bold

This program calculates the area of a rectangle.
What is the length of the rectangle? **10 [Enter]**
What is the width of the rectangle? **20 [Enter]**
The area of the rectangle is 200.

The `cin` Object

- **`cin`** converts data to the type that matches the variable:

```
int height;  
cout << "How tall is the room? ";  
cin >> height;
```

Displaying a Prompt

- A prompt is a message that instructs the user to enter data.
- You should always use `cout` to display a prompt before each `cin` statement.

```
cout << "How tall is the room? ";  
cin >> height;
```

The `cin` Object - Entering Multiple Values

- Can be used to input more than one value:

```
cin >> height >> width;
```

- Multiple values from keyboard must be separated by spaces
- Order is important: first value entered goes to first variable, etc.

The `cin` Object Gathers Multiple Values in Program 3-2

Program 3-2

```
1 // This program asks the user to enter the length and width of
2 // a rectangle. It calculates the rectangle's area and displays
3 // the value on the screen.
4 #include <iostream>
5 using namespace std;
6
7 int main()
8 {
9     int length, width, area;
10
11     cout << "This program calculates the area of a ";
12     cout << "rectangle.\n";
13     cout << "Enter the length and width of the rectangle ";
14     cout << "separated by a space.\n";
15     cin >> length >> width;
16     area = length * width;
17     cout << "The area of the rectangle is " << area << endl;
18     return 0;
19 }
```

Program Output with Example Input Shown in Bold

This program calculates the area of a rectangle.

Enter the length and width of the rectangle separated by a space.

10 20 [Enter]

The area of the rectangle is 200

The `cin` Object Reads Different Data Types in Program 3-3

Program 3-3

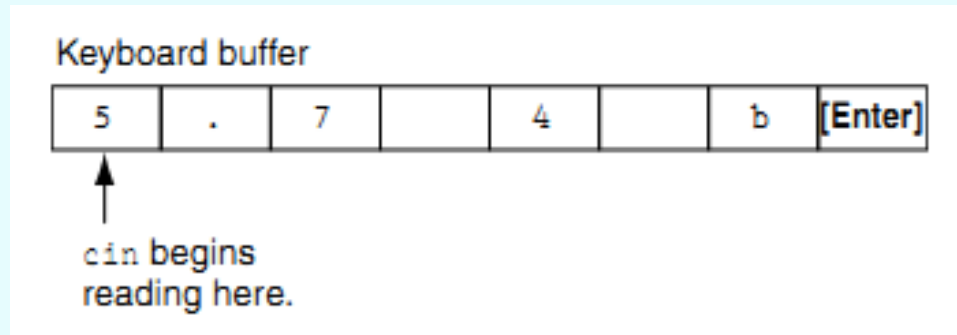
```
1 // This program demonstrates how cin can read multiple values
2 // of different data types.
3 #include <iostream>
4 using namespace std;
5
6 int main()
7 {
8     int whole;
9     double fractional;
10    char letter;
11
12    cout << "Enter an integer, a double, and a character: ";
13    cin >> whole >> fractional >> letter;
14    cout << "Whole: " << whole << endl;
15    cout << "Fractional: " << fractional << endl;
16    cout << "Letter: " << letter << endl;
17    return 0;
18 }
```

Program Output with Example Input Shown in Bold

```
Enter an integer, a double, and a character: 4 5.7 b [Enter]
Whole: 4
Fractional: 5.7
Letter: b
```

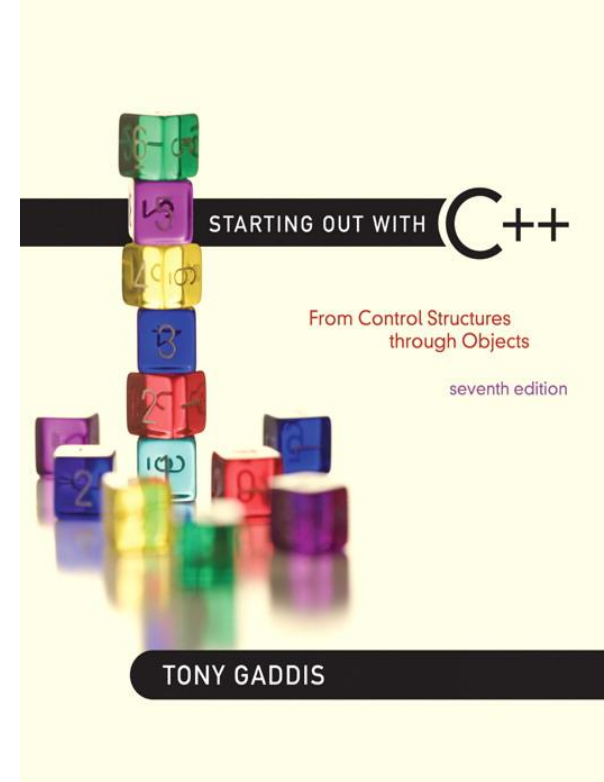
What are the value of variables?

- Enter an integer, a double, and a character: 5.7 4 b [Enter]



3.2

Mathematical Expressions



Mathematical Expressions

- Can create complex expressions using multiple mathematical operators
- An expression can be a literal, a variable, or a mathematical combination of constants and variables
- Can be used in assignment, `cout`, other statements:

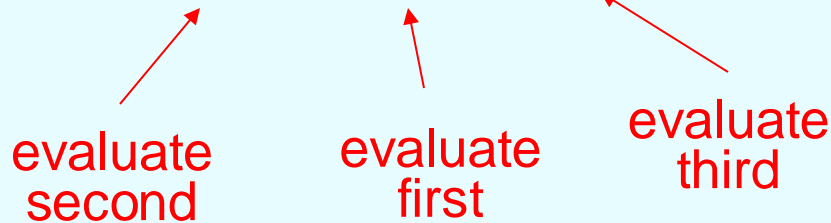
```
area = 2 * PI * radius;  
cout << "border is: " << 2*(l+w);
```

Order of Operations

In an expression with more than one operator, evaluate in this order:

- (unary negation), in order, left to right
- * / %, in order, left to right
- + –, in order, left to right

In the expression $2 + 2 * 2 - 2$



evaluate second evaluate first evaluate third

Order of Operations

Table 3-2 Some Simple Expressions and Their Values

Expression	Value
$5 + 2 * 4$	13
$10 / 2 - 3$	2
$8 + 12 * 2 - 4$	28
$4 + 17 \% 2 - 1$	4
$6 - 3 * 2 + 7 - 1$	6

Associativity of Operators

- $-$ (unary negation) associates right to left
- $*$, $/$, $\%$, $+$, $-$ associate left to right
- parentheses $()$ can be used to override the order of operations:

$$2 + 2 * 2 - 2 = 4$$

$$(2 + 2) * 2 - 2 = 6$$

$$2 + 2 * (2 - 2) = 2$$

$$(2 + 2) * (2 - 2) = 0$$

Grouping with Parentheses

Table 3-4 More Simple Expressions and Their Values

Expression	Value
$(5 + 2) * 4$	28
$10 / (5 - 3)$	5
$8 + 12 * (6 - 2)$	56
$(4 + 17) \% 2 - 1$	0
$(6 - 3) * (2 + 7) / 3$	9

Algebraic Expressions

- Multiplication requires an operator:

$Area = lw$ is written as `Area = l * w;`

- There is no exponentiation operator:

$Area = s^2$ is written as `Area = pow(s, 2);`

- Parentheses may be needed to maintain order of operations:

$$m = \frac{y_2 - y_1}{x_2 - x_1}$$

is written as

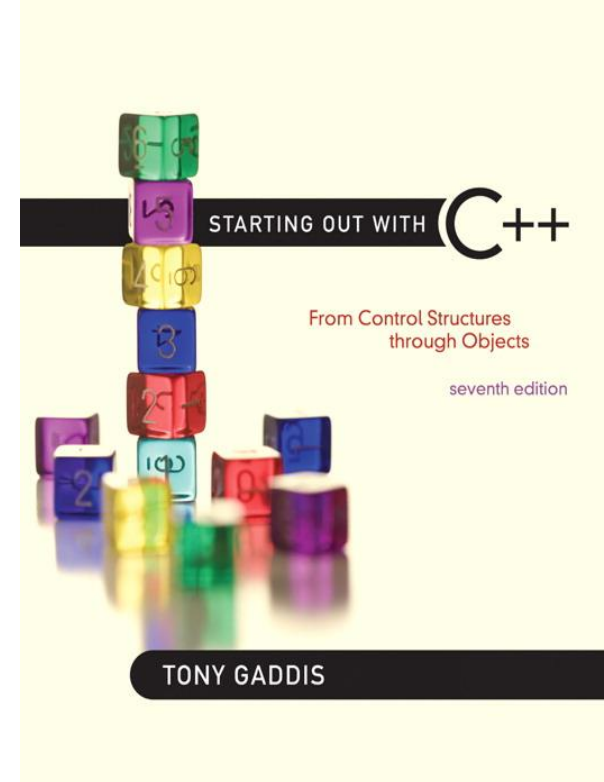
$$m = (y_2 - y_1) / (x_2 - x_1);$$

Algebraic Expressions

Table 3-5 Algebraic and C++ Multiplication Expressions

Algebraic Expression	Operation	C++ Equivalent
$6B$	6 times B	<code>6 * B</code>
$(3)(12)$	3 times 12	<code>3 * 12</code>
$4xy$	4 times x times y	<code>4 * x * y</code>

3.3



When You Mix Apples with Oranges: Type Conversion

When You Mix Apples with Oranges: Type Conversion

- Operations are performed between operands of the same type.
- If not of the same type, C++ will convert one to be the type of the other
- This can impact the results of calculations.

Hierarchy of Types

Highest: long double
double
float
unsigned long
long
unsigned int
int

Lowest:

Ranked by largest number they can hold

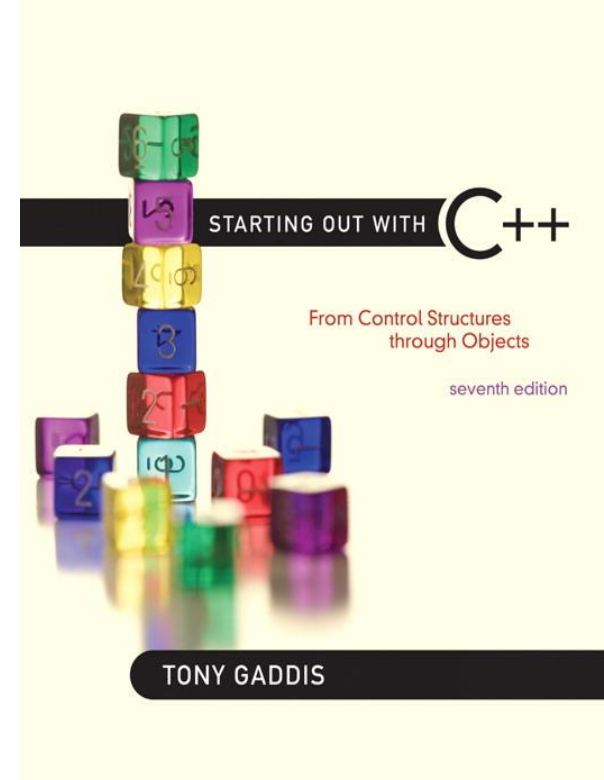
Type Coercion

- Type Coercion: automatic conversion of an operand to another data type
- Promotion: convert to a higher type
- Demotion: convert to a lower type

Coercion Rules

- 1) `char`, `short`, `unsigned short` automatically promoted to `int`
- 2) When operating on values of different data types, the lower one is promoted to the type of the higher one.
- 3) When using the `=` operator, the type of expression on right will be converted to type of variable on left

3.4



Overflow and Underflow

Overflow and Underflow

- Occurs when assigning a value that is too large (overflow) or too small (underflow) to be held in a variable
- Variable contains value that is 'wrapped around' set of possible values
- Different systems may display a warning/error message, stop the program, or continue execution using the incorrect value

Program 3-9

```
int main()
{
    // testVar is initialized with the maximum value for a short.
    short testVar = 32767;

    // Display testVar.
    cout << testVar << endl;

    // Add 1 to testVar to make it overflow.
    testVar = testVar + 1;
    cout << testVar << endl;

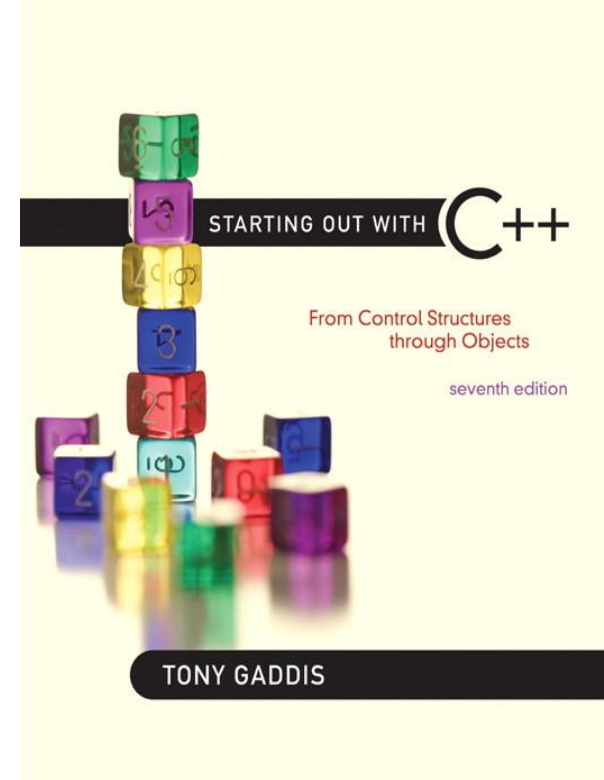
    // Subtract 1 from testVar to make it underflow.
    testVar = testVar - 1;
    cout << testVar << endl;
    return 0;
}
```

Program Output

```
32767
-32768
32767
```

3.5

Type Casting



Type Casting

- Used for manual data type conversion
- Useful for floating point division using ints:

```
double m;  
m = static_cast<double>(y2-y1)  
                        / (x2-x1);
```

- Useful to see `int` value of a `char` variable:

```
char ch = 'C';  
cout << ch << " is "  
      << static_cast<int>(ch);
```

Type Casting example

Program 3-9

```
1  // This program uses a type cast to avoid integer division.
2  #include <iostream>
3  using namespace std;
4
5  int main()
6  {
7      int books;           // Number of books to read
8      int months;          // Number of months spent reading
9      double perMonth;     // Average number of books per month
10
11     cout << "How many books do you plan to read? ";
12     cin >> books;
13     cout << "How many months will it take you to read them? ";
14     cin >> months;
15     perMonth = static_cast<double>(books) / months;
16     cout << "That is " << perMonth << " books per month.\n";
17     return 0;
18 }
```

Program Output with Example Input Shown in Bold

```
How many books do you plan to read? 30 [Enter]
How many months will it take you to read them? 7 [Enter]
That is 4.28571 books per month.
```

C-Style and Prestandard Type Cast Expressions

- C-Style cast: data type name in ()

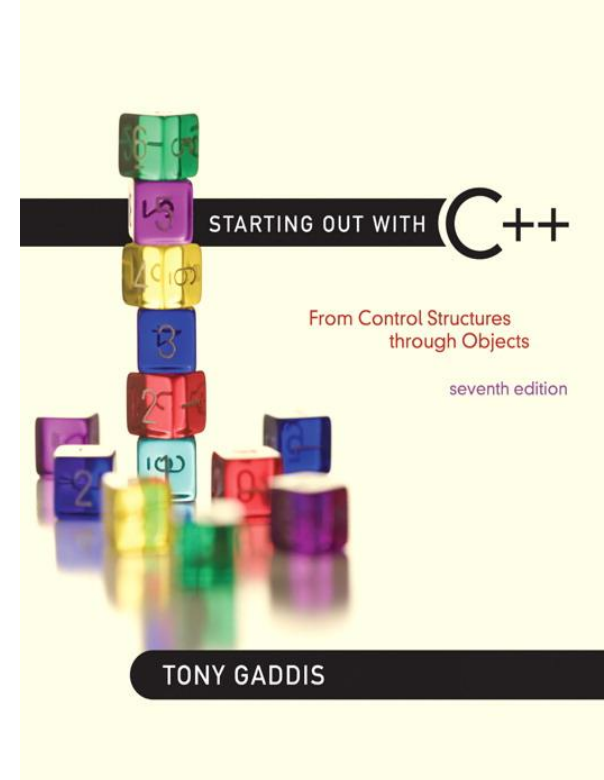
```
cout << ch << " is " << (int)ch;
```

- Prestandard C++ cast: value in ()

```
cout << ch << " is " << int(ch);
```

- Both are still supported in C++, although `static_cast` is preferred

3.6



Multiple Assignment and Combined Assignment

Multiple Assignment and Combined Assignment

- The = can be used to assign a value to multiple variables:

`x = y = z = 5;`

- Value of = is the value that is assigned
- Associates right to left:

`x = (y = (z = 5)) ;`

↑
value
is 5

↑
value
is 5

↑
value
is 5

Combined Assignment

- Look at the following statement:

```
sum = sum + 1;
```

This adds 1 to the variable **sum**.

Other Similar Statements

Table 3-8 (Assume $x = 6$)

Statement	What It Does	Value of x After the Statement
$x = x + 4;$	Adds 4 to x	10
$x = x - 3;$	Subtracts 3 from x	3
$x = x * 10;$	Multiplies x by 10	60
$x = x / 2;$	Divides x by 2	3
$x = x \% 4$	Makes x the remainder of $x / 4$	2

Combined Assignment

- The combined assignment operators provide a shorthand for these types of statements.
- The statement

```
sum = sum + 1;
```

is equivalent to

```
sum += 1;
```

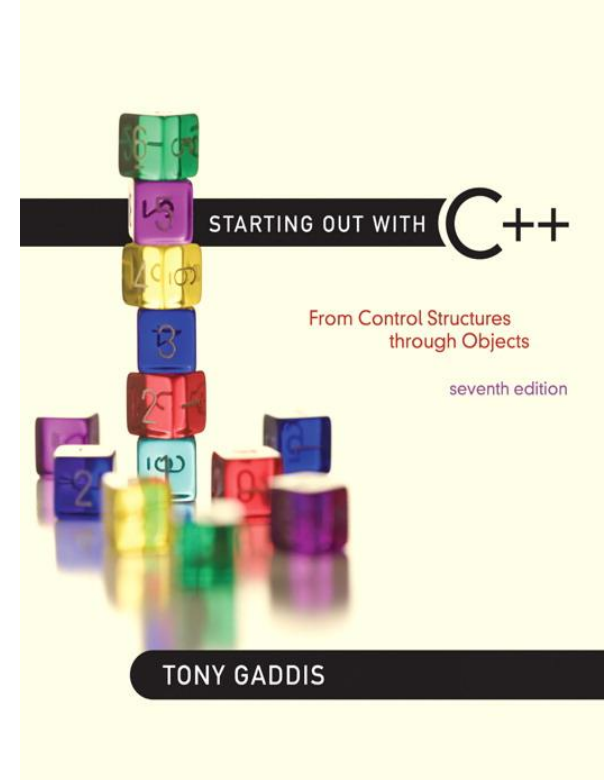
Combined Assignment Operators

Table 3-9

Operator	Example Usage	Equivalent to
<code>+=</code>	<code>x += 5;</code>	<code>x = x + 5;</code>
<code>-=</code>	<code>y -= 2;</code>	<code>y = y - 2;</code>
<code>*=</code>	<code>z *= 10;</code>	<code>z = z * 10;</code>
<code>/=</code>	<code>a /= b;</code>	<code>a = a / b;</code>
<code>%=</code>	<code>c %= 3;</code>	<code>c = c % 3;</code>

3.7

Formatting Output



Formatting Output

- Can control how output displays for numeric, string data:
 - size
 - position
 - number of digits
- Requires `iomanip` header file

Run this program and observe the output

```
1  // This program displays three rows of numbers.
2  #include <iostream>
3  using namespace std;
4
5  int main()
6  {
7      int num1 = 2897, num2 = 5,    num3 = 837,
8          num4 = 34,   num5 = 7,    num6 = 1623,
9          num7 = 390,  num8 = 3456, num9 = 12;
10
11     // Display the first row of numbers
12     cout << num1 << " " << num2 << " " << num3 << endl;
13
14     // Display the second row of numbers
15     cout << num4 << " " << num5 << " " << num6 << endl;
16
17     // Display the third row of numbers
18     cout << num7 << " " << num8 << " " << num9 << endl;
19     return 0;
20 }
```

Program Output

```
2897  5  837
34   7  1623
390  3456 12
```

Stream Manipulators

- Used to control how an output field is displayed
- Some affect just the next value displayed:
 - `setw(x)` : print in a field at least `x` spaces wide. Use more spaces if field is not wide enough

The `setw` Stream Manipulator in Program 3-13

Program 3-13

```
1  // This program displays three rows of numbers.
2  #include <iostream>
3  #include <iomanip>          // Required for setw
4  using namespace std;
5
6  int main()
7  {
8      int num1 = 2897, num2 = 5,    num3 = 837,
9          num4 = 34,   num5 = 7,    num6 = 1623,
10         num7 = 390,  num8 = 3456, num9 = 12;
11
12     // Display the first row of numbers
13     cout << setw(6) << num1 << setw(6)
14          << num2 << setw(6) << num3 << endl;
15
16     // Display the second row of numbers
17     cout << setw(6) << num4 << setw(6)
18          << num5 << setw(6) << num6 << endl;
19
20     // Display the third row of numbers
21     cout << setw(6) << num7 << setw(6)
22          << num8 << setw(6) << num9 << endl;
23     return 0;
24 }
```

Continued...

The `setw` Stream Manipulator in Program 3-13

Program Output

```
2897      5    837
   34      7   1623
  390  3456    12
```

Stream Manipulators

- Some affect values until changed again:
 - `fixed`: use decimal notation for floating-point values
 - `setprecision(x)`: when used with `fixed`, print floating-point value using `x` digits after the decimal. Without `fixed`, print floating-point value using `x` significant digits
 - `showpoint`: always print decimal for floating-point values

Precision without fixed

```
1 // This program demonstrates how setprecision rounds a
2 // floating point value.
3 #include <iostream>
4 #include <iomanip>
5 using namespace std;
6
7 int main()
8 {
9     double quotient, number1 = 132.364, number2 = 26.91;
10
11     quotient = number1 / number2;
12     cout << quotient << endl;
13     cout << setprecision(5) << quotient << endl;
14     cout << setprecision(4) << quotient << endl;
15     cout << setprecision(3) << quotient << endl;
16     cout << setprecision(2) << quotient << endl;
17     cout << setprecision(1) << quotient << endl;
18     return 0;
19 }
```

Program Output

```
4.91877
4.9188
4.919
4.92
4.9
5
```

More Stream Manipulators in Program 3-17

Program 3-17

```
1  // This program asks for sales figures for 3 days. The total
2  // sales are calculated and displayed in a table.
3  #include <iostream>
4  #include <iomanip>
5  using namespace std;
6
7  int main()
8  {
9      double day1, day2, day3, total;
10
11     // Get the sales for each day.
12     cout << "Enter the sales for day 1: ";
13     cin >> day1;
14     cout << "Enter the sales for day 2: ";
15     cin >> day2;
16     cout << "Enter the sales for day 3: ";
17     cin >> day3;
18
19     // Calculate the total sales.
20     total = day1 + day2 + day3;
```

Continued...

More Stream Manipulators in Program 3-17

```
21
22     // Display the sales figures.
23     cout << "\nSales Figures\n";
24     cout << "-----\n";
25     cout << setprecision(2) << fixed;
26     cout << "Day 1: " << setw(8) << day1 << endl;
27     cout << "Day 2: " << setw(8) << day2 << endl;
28     cout << "Day 3: " << setw(8) << day3 << endl;
29     cout << "Total: " << setw(8) << total << endl;
30     return 0;
31 }
```

Program Output with Example Input Shown in Bold

Enter the sales for day 1: **1321.87** [Enter]

Enter the sales for day 2: **1869.26** [Enter]

Enter the sales for day 3: **1403.77** [Enter]

Sales Figures

Day 1: 1321.87

Day 2: 1869.26

Day 3: 1403.77

Total: 4594.90

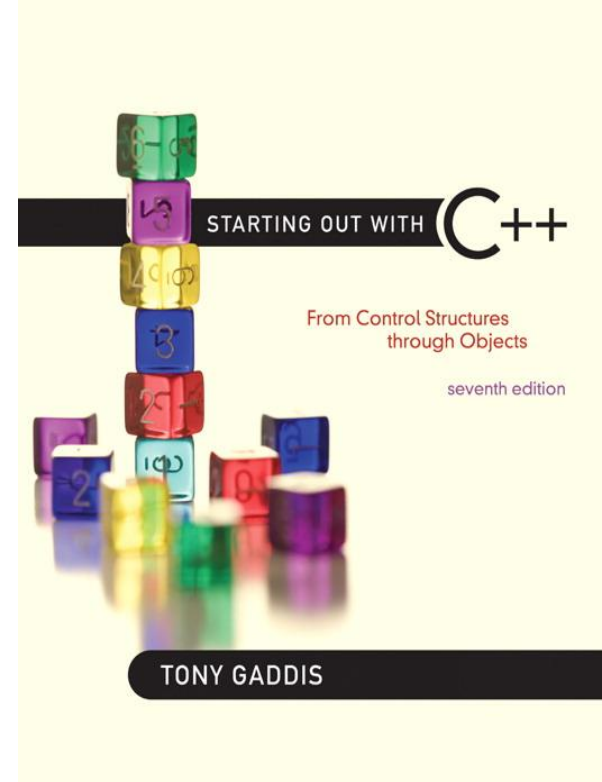
Stream Manipulators

Table 3-12

Stream Manipulator	Description
<code>setw(<i>n</i>)</code>	Establishes a print field of <i>n</i> spaces.
<code>fixed</code>	Displays floating-point numbers in fixed point notation.
<code>showpoint</code>	Causes a decimal point and trailing zeroes to be displayed, even if there is no fractional part.
<code>setprecision(<i>n</i>)</code>	Sets the precision of floating-point numbers.
<code>left</code>	Causes subsequent output to be left justified.
<code>right</code>	Causes subsequent output to be right justified.

3.8

Working with Characters and `string` Objects



Working with Characters and **string** Objects

- Using `cin` with the `>>` operator to input strings can cause problems:
- It passes over and ignores any leading *whitespace characters (spaces, tabs, or line breaks)*
- To work around this problem, you can use a C++ function named **`getline`**.

Reading a “Line” of Input

- First way: use with C++ string
`cout << "Please enter your name: ";`
`getline(cin, name);`
- Second way: use with C-style string (array)
 - `const int SIZE = 81;`
 - `char sentence[SIZE];`
 - `cin.getline(sentence, SIZE);`

Using `getline` in Program 3-19

Program 3-19

```
1  // This program demonstrates using the getline function
2  // to read character data into a string object.
3  #include <iostream>
4  #include <string>
5  using namespace std;
6
7  int main()
8  {
9      string name;
10     string city;
11
12     cout << "Please enter your name: ";
13     getline(cin, name);
14     cout << "Enter the city you live in: ";
15     getline(cin, city);
16
17     cout << "Hello, " << name << endl;
18     cout << "You live in " << city << endl;
19     return 0;
20 }
```

Program Output with Example Input Shown in Bold

```
Please enter your name: Kate Smith [Enter]
Enter the city you live in: Raleigh [Enter]
Hello, Kate Smith
You live in Raleigh
```

Working with Characters and **string** Objects

- To read a single character:

- Use `cin`:

- ```
char ch;
```

- ```
cout << "Strike any key to continue";
```

- ```
cin >> ch;
```

- Problem: will skip over blanks, tabs, <CR>

- Use `cin.get()`:

- ```
cin.get(ch);
```

- Will read the next character entered, even
whitespace

Using `cin.get()` in Program 3-21

Program 3-21

```
1  // This program demonstrates three ways
2  // to use cin.get() to pause a program.
3  #include <iostream>
4  using namespace std;
5
6  int main()
7  {
8      char ch;
9
10     cout << "This program has paused. Press Enter to continue.";
11     cin.get(ch);
12     cout << "It has paused a second time. Please press Enter again.";
13     ch = cin.get();
14     cout << "It has paused a third time. Please press Enter again.";
15     cin.get();
16     cout << "Thank you!";
17     return 0;
18 }
```

Program Output with Example Input Shown in Bold

This program has paused. Press Enter to continue. **[Enter]**
It has paused a second time. Please press Enter again. **[Enter]**
It has paused a third time. Please press Enter again. **[Enter]**
Thank you!

Working with Characters and **string** Objects

- Mixing `cin >>` and `cin.get()` in the same program can cause input errors that are hard to detect
- To skip over unneeded characters that are still in the keyboard buffer, use `cin.ignore()`:

```
cin.ignore(); // skip next char
cin.ignore(10, '\n'); // skip the next
                    // 10 char. or until a '\n'
```

Mixing `cin >>` and `cin.get()`

```
int main() {  
    char ch;           // Define a character variable  
    int number;        // Define an integer variable  
  
    cout << "Enter a number: ";  
    cin >> number;      // Read an integer  
                        cin.ignore();  
  
    cout << "Enter a character: ";  
    ch = cin.get();     // Read a character  
    cout << "Inputted character is:" << ch << endl;  
    cout << "Thank You!\n";  
    return 0;  
}
```

string Member Functions and Operators

- To find the length of a string:

```
string state = "Texas";  
int size = state.length();
```

- To concatenate (join) multiple strings:

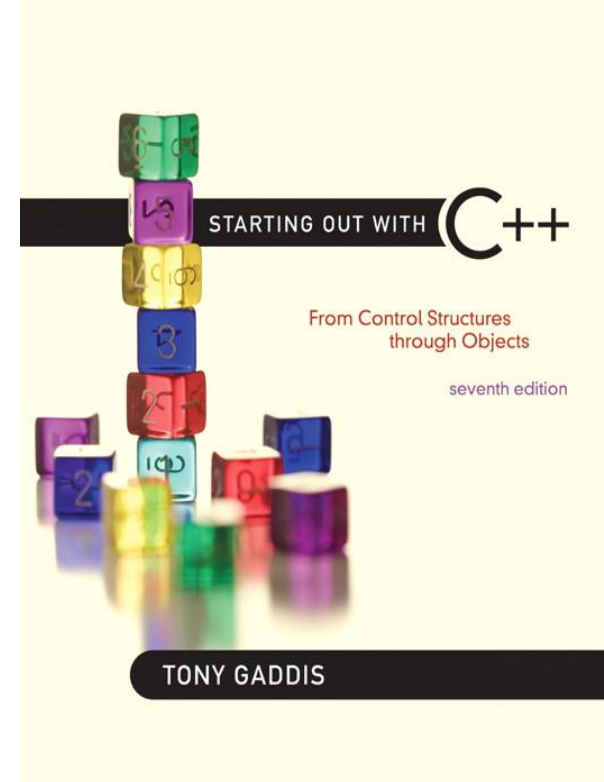
```
greeting2 = greeting1 + name1;  
greeting1 = greeting1 + name2;
```

Or using the += combined assignment operator:

```
greeting1 += name2;
```


3.9

More Mathematical Library Functions



More Mathematical Library Functions

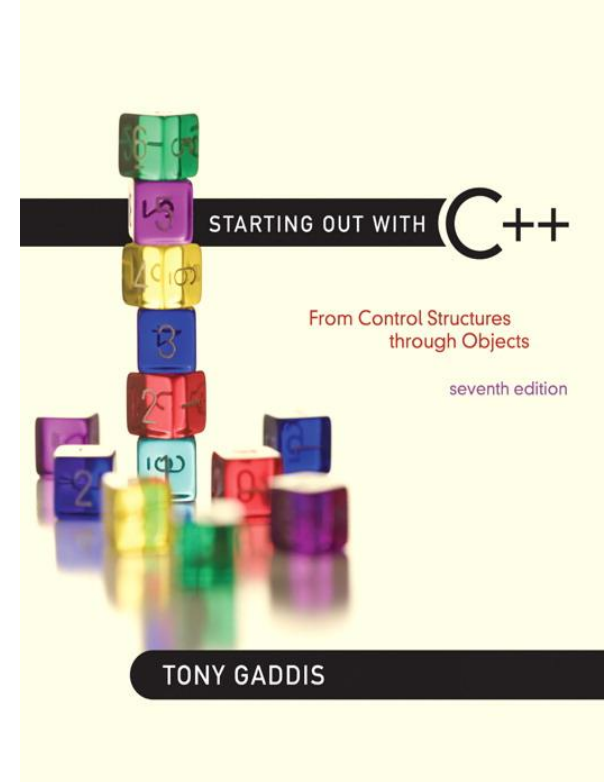
- Require `cmath` header file
- Take `double` as input, return a `double`
- Commonly used functions:

<code>sin</code>	Sine
<code>cos</code>	Cosine
<code>tan</code>	Tangent
<code>sqrt</code>	Square root
<code>log</code>	Natural (e) log
<code>abs</code>	Absolute value (takes and returns an int)

More Mathematical Library Functions

- These require `cstdlib` and `ctime` header file
- `rand()` : returns a random number (`int`) between 0 and the largest `int` the computer holds. Yields same sequence of numbers each time program is run.
- `srand(x)` : initializes random number generator with unsigned `int` `x`
- `srand(time(0)) ;`

3.10



Hand Tracing a Program

Hand Tracing a Program

- Hand trace a program: act as if you are the computer, executing a program:
 - step through and ‘execute’ each statement, one-by-one
 - record the contents of variables after statement execution, using a hand trace chart (table)
- Useful to locate logic or mathematical errors

Program 3-26 with Hand Trace Chart

Program 3-26 (with hand trace chart filled)

```
1 // This program asks for three numbers, then
2 // displays the average of the numbers.
3 #include <iostream>
4 using namespace std;

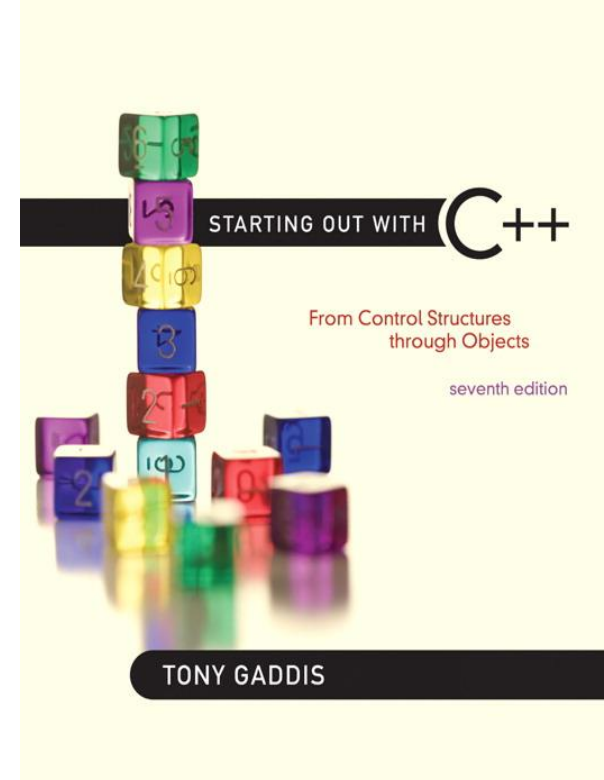
5 int main()

6 {
7     double num1, num2, num3, avg;
8     cout << "Enter the first number: ";
9     cin >> num1;
10    cout << "Enter the second number: ";
11    cin >> num2;
12    cout << "Enter the third number: ";
13    cin >> num3;
14    avg = num1 + num2 + num3 / 3;
15    cout << "The average is " << avg << endl;
16    return 0;
17 }
```

num1	num2	num3	avg
?	?	?	?
?	?	?	?
10	?	?	?
10	?	?	?
10	20	?	?
10	20	?	?
10	20	30	?
10	20	30	40
10	20	30	40

3.11

A Case Study



A Case Study

- General Crates, Inc. builds custom-designed wooden crates.
- You have been asked to write a program that calculates the:
 - Volume (in cubic feet)
 - Cost
 - Customer price
 - Profit of any crate GCI builds

Variables

Table 3-14

Constant or Variable	Description
<code>COST_PER_CUBIC_FOOT</code>	A named constant, declared as a <code>double</code> and initialized with the value 0.23. This represents the cost to build a crate, per cubic foot.
<code>CHARGE_PER_CUBIC_FOOT</code>	A named constant, declared as a <code>double</code> and initialized with the value 0.5. This represents the amount charged for a crate, per cubic foot.
<code>length</code>	A <code>double</code> variable to hold the length of the crate, which is input by the user.
<code>width</code>	A <code>double</code> variable to hold the width of the crate, which is input by the user.
<code>height</code>	A <code>double</code> variable to hold the height of the crate, which is input by the user.
<code>volume</code>	A <code>double</code> variable to hold the volume of the crate. The value stored in this variable is calculated.
<code>cost</code>	A <code>double</code> variable to hold the cost of building the crate. The value stored in this variable is calculated.
<code>charge</code>	A <code>double</code> variable to hold the amount charged to the customer for the crate. The value stored in this variable is calculated.
<code>profit</code>	A <code>double</code> variable to hold the profit GCI makes from the crate. The value stored in this variable is calculated.

Program Design

The program must perform the following general steps:

Step 1:

Ask the user to enter the dimensions of the crate

Step 2:

Calculate:

the crate's volume

the cost of building the crate

the customer's charge

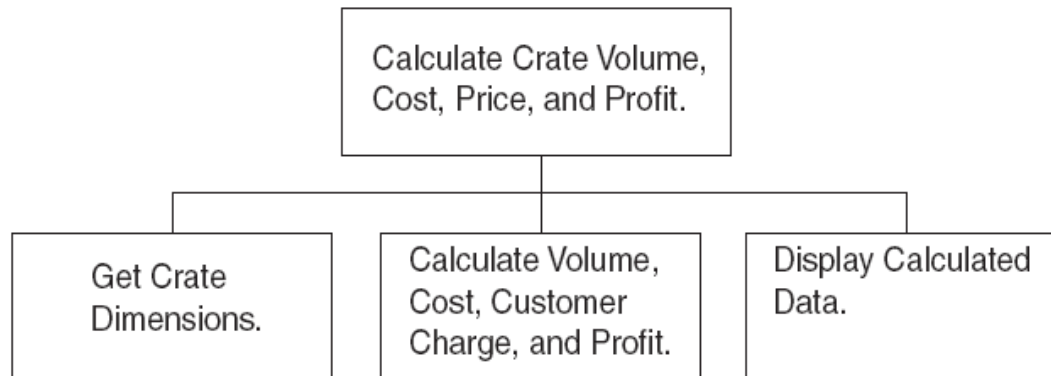
the profit made

Step 3:

Display the data calculated in Step 2.

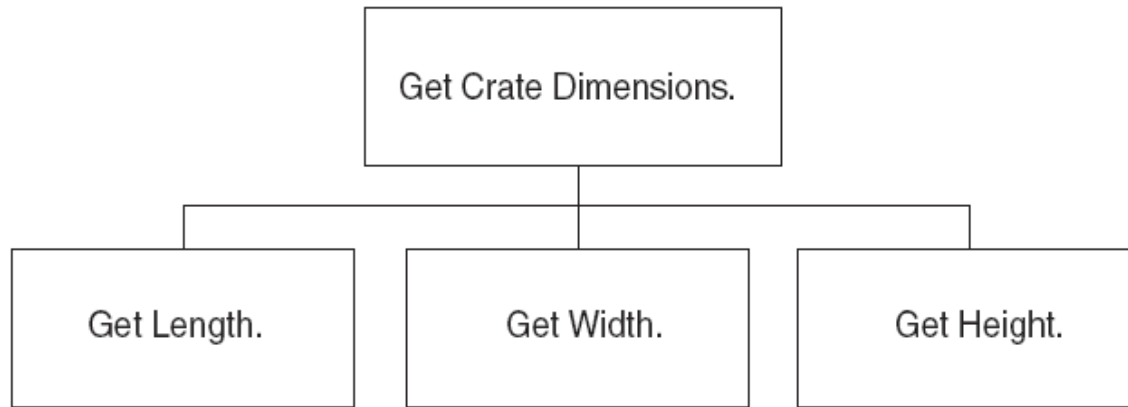
General Hierarchy Chart

Figure 3-7



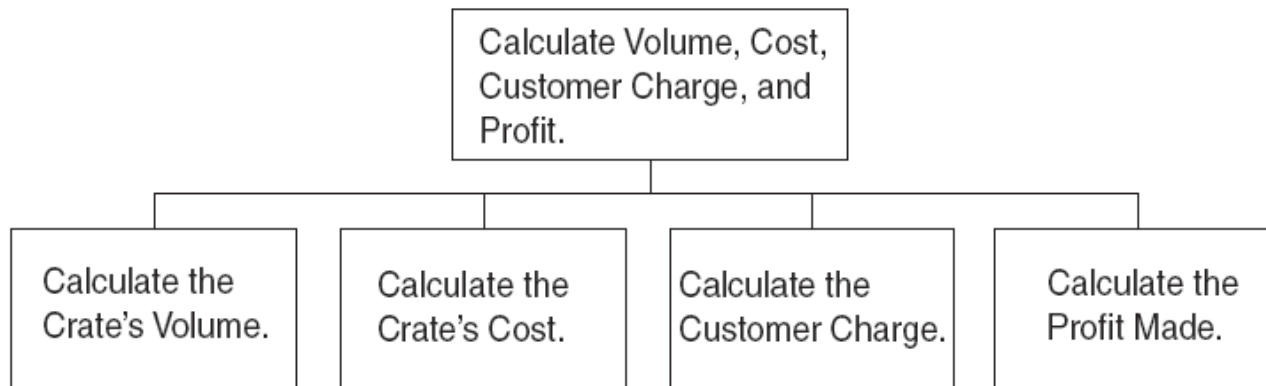
Get Crate Dimensions

Figure 3-8



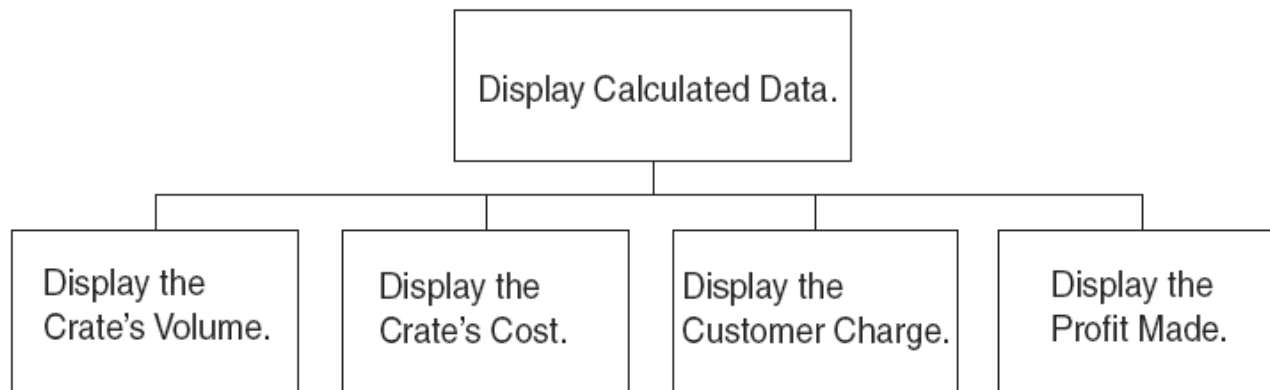
Calculate Volume, Cost, Customer Charge, and Profit

Figure 3-9



Display Calculated Data

Figure 3-10



Pseudocode

Ask the user to input the crate's length.

Ask the user to input the crate's width.

Ask the user to input the crate's height.

Calculate the crate's volume.

Calculate the cost of building the crate.

Calculate the customer's charge for the crate.

Calculate the profit made from the crate.

Display the crate's volume.

Display the cost of building the crate.

Display the customer's charge for the crate.

Display the profit made from the crate.

Calculations

The following formulas will be used to calculate the crate's volume, cost, charge, and profit:

$$\text{volume} = \text{length} \times \text{width} \times \text{height}$$

$$\text{cost} = \text{volume} \times 0.23$$

$$\text{charge} = \text{volume} \times 0.5$$

$$\text{profit} = \text{charge} - \text{cost}$$

The Program

Program 3-27

```
1  // This program is used by General Crates, Inc. to calculate
2  // the volume, cost, customer charge, and profit of a crate
3  // of any size. It calculates this data from user input, which
4  // consists of the dimensions of the crate.
5  #include <iostream>
6  #include <iomanip>
7  using namespace std;
8
9  int main()
10 {
11     // Constants for cost and amount charged
12     const double COST_PER_CUBIC_FOOT = 0.23;
13     const double CHARGE_PER_CUBIC_FOOT = 0.5;
14
15     // Variables
16     double length,    // The crate's length
17            width,      // The crate's width
18            height,     // The crate's height
19            volume,     // The volume of the crate
20            cost,        // The cost to build the crate
21            charge,     // The customer charge for the crate
22            profit;     // The profit made on the crate
23
24     // Set the desired output formatting for numbers.
25     cout << setprecision(2) << fixed << showpoint;
26
```

Continued...

The Program

```
27     // Prompt the user for the crate's length, width, and height
28     cout << "Enter the dimensions of the crate (in feet):\n";
29     cout << "Length: ";
30     cin >> length;
31     cout << "Width: ";
32     cin >> width;
33     cout << "Height: ";
34     cin >> height;
35
36     // Calculate the crate's volume, the cost to produce it,
37     // the charge to the customer, and the profit.
38     volume = length * width * height;
39     cost = volume * COST_PER_CUBIC_FOOT;
40     charge = volume * CHARGE_PER_CUBIC_FOOT;
41     profit = charge - cost;
42
43     // Display the calculated data.
44     cout << "The volume of the crate is ";
45     cout << volume << " cubic feet.\n";
46     cout << "Cost to build: $" << cost << endl;
47     cout << "Charge to customer: $" << charge << endl;
48     cout << "Profit: $" << profit << endl;
49     return 0;
50 }
```

Continued...

The Program

Program Output with Example Input Shown in Bold

```
Enter the dimensions of the crate (in feet):  
Length: 10 [Enter]  
Width: 8 [Enter]  
Height: 4 [Enter]  
The volume of the crate is 320.00 cubic feet.  
Cost to build: $73.60  
Charge to customer: $160.00  
Profit: $86.40
```

Program Output with Different Example Input Shown in Bold

```
Enter the dimensions of the crate (in feet):  
Length: 12.5 [Enter]  
Width: 10.5 [Enter]  
Height: 8 [Enter]  
The volume of the crate is 1050.00 cubic feet.  
Cost to build: $241.50  
Charge to customer: $525.00  
Profit: $283.50
```

Lecture 4: Exercise

- Starting out with C++ 6th edition
- Algorithm Workbench: 3. 25, 3.26 (p138)
- Programming challenges: 3.2
- Homework: 3.4, 3.8, 3.12, 3.17

Programming Lab:

25. Word Game

Write a program that plays a word game with the user. The program should ask the user to enter the following:

- His or her name
- His or her age
- The name of a city
- The name of a college
- A profession
- A type of animal
- A pet's name

After the user has entered these items, the program should display the following story, inserting the user's input into the appropriate locations:

There once was a person named **NAME** who lived in **CITY**. At the age of **AGE**, **NAME** went to college at **COLLEGE**. **NAME** graduated and went to work as a **PROFESSION**. Then, **NAME** adopted a(n) **ANIMAL** named **PETNAME**. They both lived happily ever after!

3.12 Introduction to Files

- Can use a file instead of keyboard for program input
- Can use a file instead of monitor screen for program output
- Files are stored on secondary storage media, such as disk
- They allow data to be retained between program runs

What is Needed to Use Files

1. Include the **fstream** header file
2. Define a file stream object
 - **ifstream** for input from a file
`ifstream inFile;`
 - **ofstream** for output to a file
`ofstream outFile;`

Open the File

3. Open the file

- Use the **open** member function

```
inFile.open("inventory.dat");  
outFile.open("report.txt");
```

- Filename may include drive, path info.
- Output file will be created if necessary; existing output file will be erased first
- Input file must exist for **open** to work

Use the File

4. Use the file

- Can use output file object and << to send data to a file

```
outFile << "Inventory report";
```

- Can use input file object and >> to copy data from file to variables

```
inFile >> partNum;
```

```
inFile >> qtyInStock >> qtyOnOrder;
```

Close the File

5. Close the file

- Use the `close` member function

```
inFile.close();  
outFile.close();
```

- Don't wait for operating system to close files at program end
 - May be limit on number of open files
 - May be buffered output data waiting to be sent to a file that could be lost