```
1 //Carlos Salazar CSCI 1300
 2
 3 #include <iostream>
 4 using namespace std;
 5
 6 void PopulationCalc(void)
 7 {
 8
        int CurrentPop = 325766246;
 9
        int TotalTime = (365 * 24 * 60 * 60);
10
11
12
        CurrentPop = CurrentPop + (TotalTime/8);
13
        CurrentPop = CurrentPop - (TotalTime/12);
14
15
16
        CurrentPop = CurrentPop + (TotalTime/33);
17
18
        cout << "Current U.S Population is " << CurrentPop << "." << endl;</pre>
19
20
        return;
21
22 }
23
24 void TotalTime(void)
25 {
26
        int InputTime;
27
        int Days;
28
       int Hours;
29
       int Minutes;
30
       int Seconds;
31
       Days = 0;
32
       Hours = 0;
33
        Minutes = 0;
34
35
        Seconds = 0;
36
37
        cout << "Input time to convert" <<endl;</pre>
        cin >> InputTime;
38
39
 40
        while ( InputTime >= 86400)
 41
 42
            InputTime = (InputTime - 86400);
 43
            Days = Days + 1;
 44
 45
 46
        while ( InputTime < 86400 && InputTime >= 3600 )
 47
            InputTime = (InputTime - 3600);
 48
 49
            Hours = Hours + 1;
50
51
52
        while ( InputTime < 3600 && InputTime >= 60)
53
54
            InputTime = (InputTime - 60);
            Minutes = Minutes + 1;
55
56
         while ( InputTime < 60 && InputTime > 0)
57
58
59
            InputTime = (InputTime - 1);
60
            Seconds = Seconds + 1;
61
62
63
        cout << "The time is " << Days << " days, " << Hours << " hours, " << Minutes << " minutes, and " <<</pre>
Seconds << " seconds"<<endl;</pre>
64
       return;
 65
        //void functions will not return a value
```

```
66 }
 67
 68 double CelciusCovert()
 69
    // Want to include decimals to be more accurate
70 {
71
         double Farenheit;
        double Celcius;
 72
 73
        cout << "Input Farenheit Tempearture" << endl;</pre>
 74
 75
        cin >> Farenheit;
 76
        Celcius = (((Farenheit - 32) * 5 ) / 9);
 77
 78
 79
         cout << "Temperature is " << Celcius << " degrees Celcius." <<endl;</pre>
80
81
82
83
84 void NumberInput(void)
85 {
86
         int Number;
87
 88
        cout << "Input number between 1-10"<<end1;</pre>
 89
        cin >> Number;
90
91
         if (( Number <= 10) && (Number >= 1))
92
 93
             cout << Number << endl;</pre>
 94
 95
96
         else
97
98
            cout << "Try Again" << endl;</pre>
99
100
101
102 }
103
104 void MilesPerGallon()
105
106
         int mpg;
107
108
        cout << "Enter MPG of vehicle" <<endl;</pre>
109
         cin >> mpg;
110
111
         if (mpg >= 50)
112
113
             cout << "Nice Job";</pre>
114
115
         else if (mpg < 50 && mpg >= 25)
116
117
            cout << "Not great, but okay." <<endl;</pre>
118
119
         }
120
         else
121
            cout << "So bad, so very, very bad." <<endl;</pre>
122
123
124
         return;
125 }
126
127 void AdventureGame()
128 {
129
         char value;
130
131
         cout << "a. Fight the Villain b. Save the citizen c. Return to secret base" << endl;</pre>
```

```
132
        cin >> value;
133
         while ( value != 'c')
134
135
136
             if( value == 'a')
137
138
139
                 cout << "You win!" <<endl;</pre>
140
                 return;
141
142
             }
143
             else if (value == 'b')
144
145
146
                 cout << "You saved the citizen"<< endl;</pre>
147
148
                 return;
149
150
            }
151
152
153
         if ( value == 'c')
154
155
             cout << "Who will save the world?" << endl;</pre>
156
             return;
157
158 }
159
160 void TreasureHunt()
161 {
162
         string pos;
163
164
        cout << "Enter tile color." <<endl;</pre>
165
         cin >> pos;
166
167
         while ( pos != "yellow")
168
169
             if ( pos == "white")
170
171
172
                 cout << "Next clue is one forward" <<endl;</pre>
173
174
                 return;
175
176
             else if ( pos == "blue")
177
178
179
180
                 cout << "Next clue one tile left" <<endl;</pre>
181
                 return;
182
183
184
             else if ( pos == "black")
185
186
                  cout << "Next clue one tile right, forward 2 tiles, one tile right" <<endl;</pre>
187
188
                 return;
189
              }
190
             else if ( pos == "green")
191
192
                 cout << "Next clue is one tile right" <<endl;</pre>
193
194
                 return;
195
196
              }
197
```

```
198
199
      if (pos == "yellow")
200
201
202
          cout << "Congrats! Treasure found." <<endl;</pre>
203
          return;
204
205
      }
206
207
208 }
209
210 int main(void)
211 {
212
       PopulationCalc();
213
214
       TotalTime();
215
216
       CelciusCovert();
217
218
      NumberInput();
219
220
      MilesPerGallon();
221
222
       AdventureGame();
223
224
       TreasureHunt();
225
226 }
```