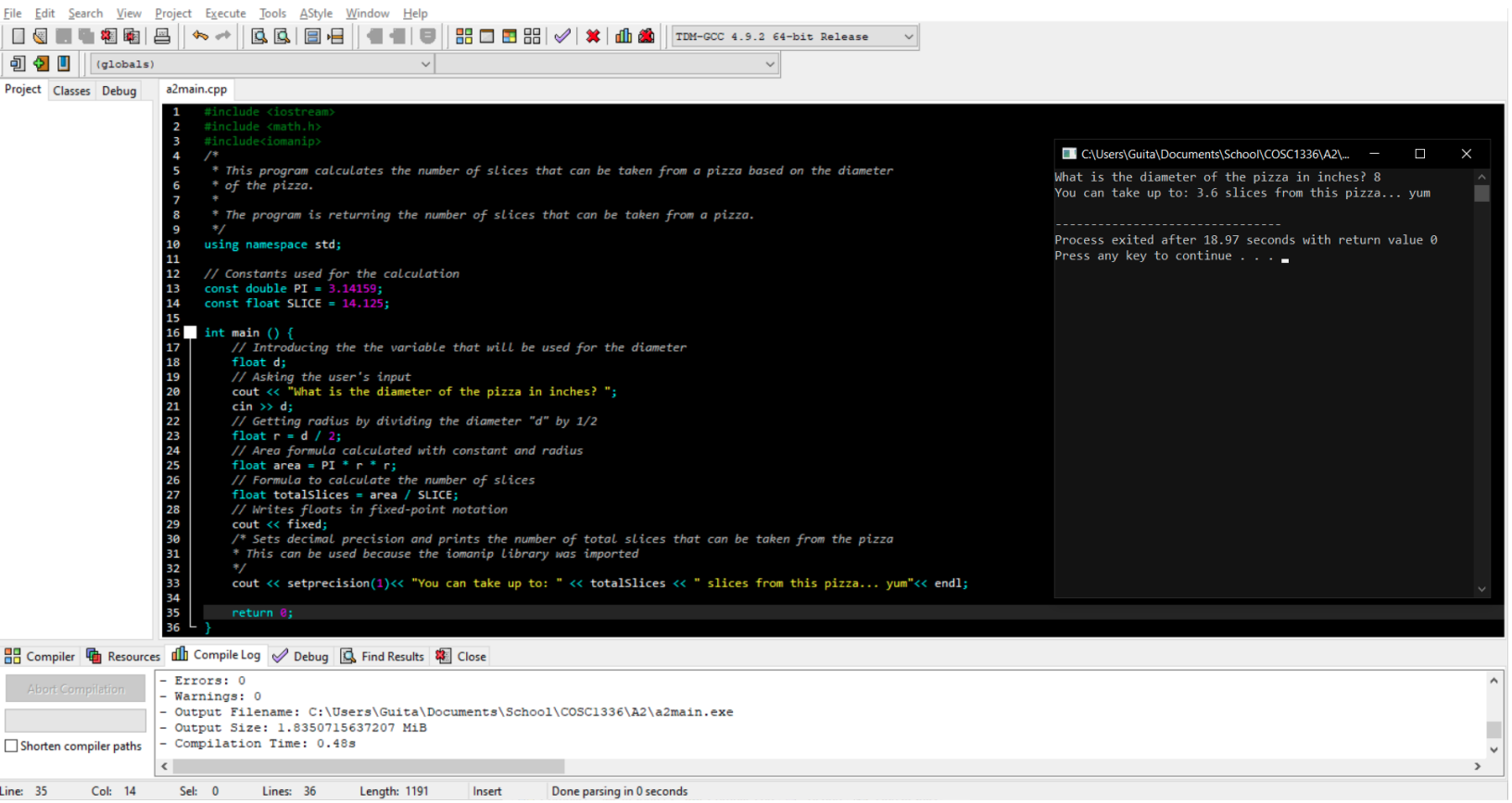
File Edit Search View Project Execute Tools AStyle Window Help
TDM-GCC 4.9.2 64-bit Release
(globals)
Project Classes Debug
a2main.cpp
#include <iostream>
#include <math.h>
#include<iomanip>
/*
* This program calculates the number of slices that can be taken from a pizza based on the diameter
* of the pizza.
*
* The program is returning the number of slices that can be taken from a pizza.
*/
using namespace std;
// Constants used for the calculation
const double PI = 3.14159;
const float SLICE = 14.125;
int main () {
// Introducing the the variable that will be used for the diameter
float d;
// Asking the user's input
cout << "What is the diameter of the pizza in inches? ";
cin >> d;
// Getting radius by dividing the diameter "d" by 1/2
float r = d / 2;
// Area formula calculated with constant and radius
float area = PI * r * r;
// Formula to calculate the number of slices
float totalSlices = area / SLICE;
// Writes floats in fixed-point notation
cout << fixed;
/* Sets decimal precision and prints the number of total slices that can be taken from the pizza
* This can be used because the iomanip library was imported
*/
cout << setprecision(1)<< "You can take up to: " << totalSlices << " slices from this pizza... yum"<< endl;
return 0;
}
C:\Users\Guita\Documents\School\COSC1336\A2\...
What is the diameter of the pizza in inches? 8
You can take up to: 3.6 slices from this pizza... yum
Process exited after 18.97 seconds with return value 0
Press any key to continue . . .
Compiler Resources Compile Log Debug Find Results Close
Abort Compilation
Shorten compiler paths
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\Guita\Documents\School\COSC1336\A2\a2main.exe
- Output Size: 1.8350715637207 MiB
- Compilation Time: 0.48s
Line: 35 Col: 14 Sel: 0 Lines: 36 Length: 1191 Insert Done parsing in 0 seconds