

Activity No. 4.1

Arrays

Course Code: CPE007

Program: Computer Engineering

Course Title: Programming Logic and Design

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6. Output

Codes:

```
1  #include <iostream>
2  using namespace std;
3
4  int main() {
5
6      int scores[10] = {90, 85, 78, 88, 92, 80, 75, 80, 89, 91};
7      int var1, var2, temp;
8
9      // output of a single array
10     cout << scores[0] << endl;
11
12     // Switch of variable value
13     var1 = 10;
14     var2 = 20;
15     temp = var1;
16     var1 = var2;
17     var2 = temp;
18
19     cout << var1 << endl;
20
21     cout << "----- \n";
22
23     // output of all arrays
24     for(int i = 0; i < 10; i++) {
25         cout << "Raw Scores: " << scores[i] << "\n";
26     }
27 }
```

```

28     cout << "----- \n";
29
30     // storing or changing of array value
31     scores[0] = 95;
32     scores[8] = 100;
33
34     for(int i = 0; i < 10; i++) {
35         cout << scores[i] << " \t";
36     };
37
38     cout << "\n";
39     cout << "----- \n";
40
41     // swapping of element arrays
42
43     temp = scores[0];
44     scores[0] = scores[9];
45     scores[9] = temp;
46
47     for(int i = 0; i < 10; i++) {
48         cout << scores[i] << " \t";
49     };
50     cout << "\n";
51     cout << "----- \n";
52     return 0;
53
54 }

```

Output:

```
C:\Users\TIPQC\Documents\F X + v
90
20
-----
Raw Scores: 90
Raw Scores: 85
Raw Scores: 78
Raw Scores: 88
Raw Scores: 92
Raw Scores: 80
Raw Scores: 75
Raw Scores: 80
Raw Scores: 89
Raw Scores: 91
-----
95      85      78      88      92      80      75      80      100      91
-----
91      85      78      88      92      80      75      80      100      95
-----

-----
Process exited after 0.01677 seconds with return value 0
Press any key to continue . . . |
```

7. Supplementary Activity

8. Conclusion

What I have learned for today's Module ILO; To apply the parts of an array in storing and switching data elements without the use of the while/dowhile loop function, and to expertise or maximize the use of for loop functions. I have also learned on how the interpretation and the creation of pseudocode of iterative structure in accordance with the for loop function and switch case.

9. Assessment Rubric