

Programming lab 2

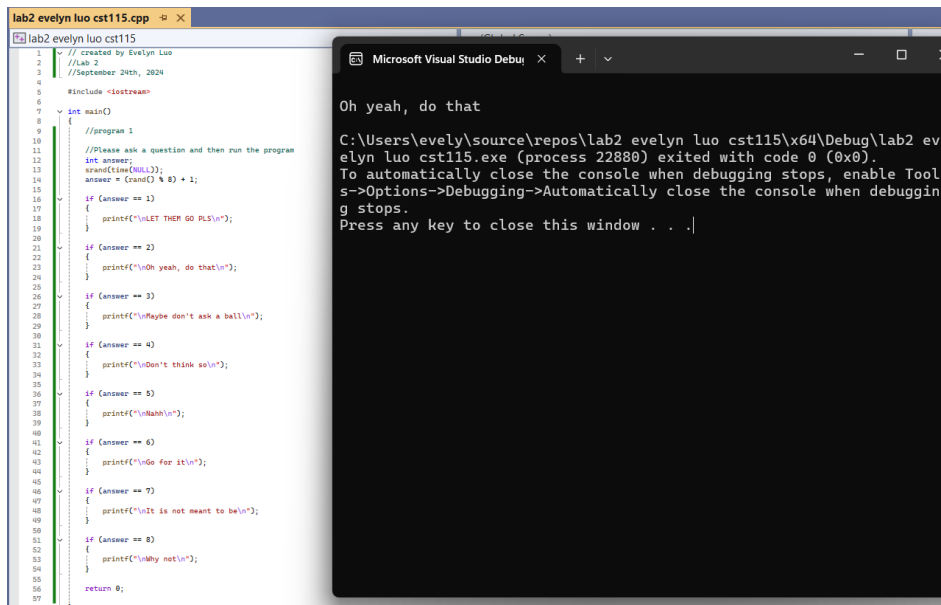
Evelyn Luo

Program 1

Code

```
1 // created by Evelyn Luo
2 //Lab 2
3 //September 24th, 2024
4
5 #include <iostream>
6
7 int main()
8 {
9     //program 1
10    //Please ask a question and then run the program
11    int answer;
12    srand(time(NULL));
13    answer = (rand() % 8) + 1;
14
15    if (answer == 1)
16    {
17        printf("\nLET THEM GO PLS\n");
18    }
19
20    if (answer == 2)
21    {
22        printf("\nOh yeah, do that\n");
23    }
24
25    if (answer == 3)
26    {
27        printf("\nMaybe don't ask a ball\n");
28    }
29
30
31    if (answer == 4)
32    {
33        printf("\nDon't think so\n");
34    }
35
36    if (answer == 5)
37    {
38        printf("\nNahh\n");
39    }
40
41    if (answer == 6)
42    {
43        printf("\nGo for it\n");
44    }
45
46    if (answer == 7)
47    {
48        printf("\nIt is not meant to be\n");
49    }
50
51    if (answer == 8)
52    {
53        printf("\nWhy not\n");
54    }
55
56    return 0;
```

Output



The screenshot shows the Visual Studio Code editor with the C++ code from the previous block. The file is named 'lab2_evelyn_luo_cst115.cpp'. The code is being compiled and run in the 'Microsoft Visual Studio Debug' window. The output in the console is:

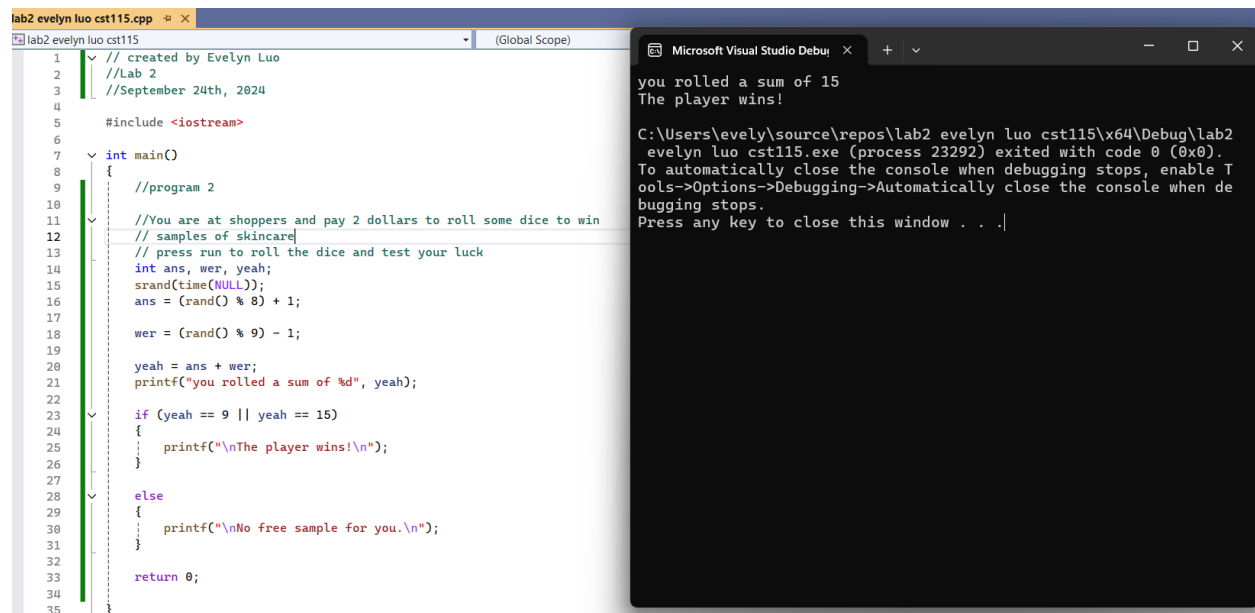
```
Oh yeah, do that
C:\Users\evelyn\source\repos\lab2_evelyn_luo_cst115\Debug\lab2_evelyn_luo_cst115.exe (process 22880) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.
Press any key to close this window . . .
```

Program 2

Code

```
1 // created by Evelyn Luo
2 //Lab 2
3 //September 24th, 2024
4
5 #include <iostream>
6
7 int main()
8 {
9     //program 2
10
11     //You are at shoppers and pay 2 dollars to roll some dice to win samples of skincare
12     // press run to roll the dice and test your luck
13     int ans, wer, yeah;
14     srand(time(NULL));
15     ans = (rand() % 8) + 1;
16
17     wer = (rand() % 9) - 1;
18
19     yeah = ans + wer;
20     printf("you rolled a sum of %d", yeah);
21
22     if (yeah == 9 || yeah == 15)
23     {
24         printf("\nThe player wins!\n");
25     }
26
27     else
28     {
29         printf("\nNo free sample for you.\n");
30     }
31
32     return 0;
```

Output



The screenshot displays the Visual Studio Code interface with the C++ code for Program 2 open in the editor. The code is a simple program that generates two random numbers, adds them, and checks if the sum is 9 or 15. If the sum is 9 or 15, it prints "The player wins!"; otherwise, it prints "No free sample for you.". The output window on the right shows the execution results: "you rolled a sum of 15" and "The player wins!". Below this, a message indicates that the program exited with code 0 (0x0) and provides instructions on how to automatically close the console when debugging stops.

```
lab2 evelyn luo cst115.cpp x
lab2 evelyn luo cst115 (Global Scope)
1 // created by Evelyn Luo
2 //Lab 2
3 //September 24th, 2024
4
5 #include <iostream>
6
7 int main()
8 {
9     //program 2
10
11     //You are at shoppers and pay 2 dollars to roll some dice to win
12     // samples of skincare
13     // press run to roll the dice and test your luck
14     int ans, wer, yeah;
15     srand(time(NULL));
16     ans = (rand() % 8) + 1;
17
18     wer = (rand() % 9) - 1;
19
20     yeah = ans + wer;
21     printf("you rolled a sum of %d", yeah);
22
23     if (yeah == 9 || yeah == 15)
24     {
25         printf("\nThe player wins!\n");
26     }
27
28     else
29     {
30         printf("\nNo free sample for you.\n");
31     }
32
33     return 0;
34
35 }
```

Microsoft Visual Studio Debug Console

you rolled a sum of 15
The player wins!

C:\Users\evelyn\source\repos\lab2 evelyn luo cst115\x64\Debug\lab2
evelyn luo cst115.exe (process 23292) exited with code 0 (0x0).
To automatically close the console when debugging stops, enable T
ools->Options->Debugging->Automatically close the console when de
bugging stops.
Press any key to close this window . . .|