

# Object-oriented Programming – C++

## Tutorial 3

1. Write a C++ program that dynamically allocates a vector large enough to hold a user defined number of test scores. Once all the scores are entered, the vector should be sorted in **descending** order. In addition, the program should also display the average score of the vector.
2. Write a C++ program that lets users enter an account number. The program should determine if the number is valid by checking for it in the following list:

```
5658845 4520125 7895122 8777541 8451277 1302850
8080152 4562555 5552012 5050552 7825877 1250255
1005231 6545231 3852085 7576651 7881200 4581002
```

The list of numbers above should be initialized in a vector. You should **use the binary search algorithm from the STR library** to check if the input account number appears in the vector. If the user enters a number in the vector, the program should display a message saying the number is valid. If the user enters a number not in the vector, the program should display a message indicating that the number is invalid.

(Ref: [https://cplusplus.com/reference/algorithm/binary\\_search/](https://cplusplus.com/reference/algorithm/binary_search/) )

3. Write a C++ program to read in 20 numbers. As each number is read, validate it and store it in the vector **only if** it isn't a duplicate of a number already read. After reading all the values, display only the unique values that the user entered.
4. Write a C++ program that simulates the rolling of two dice. The sum of the two values should then be calculated and stored in a vector. [Note: Each die can show an integer value from 1 to 6, so the sum of the two values will vary from 2 to 12, with 7 being the most frequent sum and 2 and 12 being the least frequent sums.] Your program should roll the two dice 36,000 times. Use the vector to tally the number of times each possible sum appears. Print the results. *Observe if the totals are reasonable (i.e., there are six ways to roll a 7, so approximately one-sixth of all the rolls should be 7).*

```
Frequency of 2: 1008
Frequency of 3: 2059
Frequency of 4: 2996
Frequency of 5: 3980
Frequency of 6: 5034
Frequency of 7: 6080
Frequency of 8: 5034
Frequency of 9: 4000
Frequency of 10: 2913
Frequency of 11: 1913
Frequency of 12: 983
```

Sample Output (frequency of sum can vary)

Ref: <https://www.bitdegree.org/learn/random-number-generator-cpp>