

Activity No. <4.1>

Seatwork 4.1: Arrays

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|---|---|
| Course Code: CPE007 | Program: Computer Engineering |
| Course Title: Programming Logic and Design | Date Performed: Sep 09, 2025 |
| Section: CPE11S1 | Date Submitted: Sep 09, 2025 |
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6. Output

```
TOBIAS-CPE11S1.cpp
1 #include <iostream>
2 using namespace std;
3
4 int main (){
5     int scores[10] = {90,85,78,88,92,80,75,80,89,91};
6     cout << scores[4]<<endl;
7
8     scores[0] = 95;
9     cout<<"new value of the scores[0]: "<<scores[0]<<endl;
10
11 for(int i = 0; i < 10; i++){
12     cout <<scores[i]<< " ";
13 }
14
15 int var1 = 10;
16 int var2 = 20;
17
18 int temp = var1;
19 var1 = var2;
20 var2 = temp;
21 .
22 temp = scores[0];
23 scores[0] = scores[9];
24 scores[9] = temp;
25
26 cout << scores[0] << endl;
27 cout << scores[9] << endl;
28
29 cout << endl;
30 for (int i = 0; i < 10; i++){
31     cout << scores[i] << " ";
32 }
33 }
34 return 0;
35 }
```

```
C:\Users\TIPQC\Desktop\TOB X + v  
92  
new value of the scores[0]: 95  
95 85 78 88 92 80 75 80 89 91 91  
95  
  
91 85 78 88 92 80 75 80 89 95  
-----  
Process exited after 0.0171 seconds with return value 0  
Press any key to continue . . .
```

7. Supplementary Activity

8. Conclusion

Today I learned a lot. I now know how arrays work, including their element data type, array name, and array size. I also learned about for loops. The lesson today was fun and easy to understand. That's why I really enjoyed it.

9. Assessment Rubric

| Rubric for SO 7 (6) | | | | | | | |
|--|--|---|--|--|---|--|-------|
| Criteria | Ratings | | | | | | Pts |
| Ⓐ SO 7 PI 1 IILO4 Utilize lifelong learning skills in pursuit of personal development and excellence in professional practice. threshold: 4.8 pts | 6 pts Excellent Educational interests and pursuits exist and flourish outside classroom requirements,knowledge and/or experiences are pursued independently and applies knowledge learned into practice | 5 pts Good Educational interests and pursuits exist and flourish outside classroom requirements,knowledge and/or experiences are pursued independently | 4 pts Satisfactory Look beyond classroom requirements, showing interest in pursuing knowledge independently | 3 pts Unsatisfactory Begins to look beyond classroom requirements, showing interest in pursuing knowledge independently | 2 pts Poor Relies on classroom instruction only | 1 pts Very Poor No initiative or interest in acquiring new knowledge | 6 pts |
| Ⓑ SO 7 PI 2 IILO4 Utilize lifelong learning skills in pursuit of personal development and excellence in professional practice. threshold: 4.8 pts | 6 pts Excellent Completes an assigned task independently and practices continuous improvement | 5 pts Good Completes an assigned task without supervision or guidance | 4 pts Satisfactory Requires minimal guidance to complete an assigned task | 3 pts Unsatisfactory Requires detailed or step-by-step instructions to complete a task | 2 pts Poor Shows little interest to complete a task independently | 1 pts Very Poor No interest to complete a task independently | 6 pts |
| Ⓒ SO 7 PI 3 IILO4 Utilize lifelong learning skills in pursuit of personal development and excellence in professional practice. threshold: 4.8 pts | 6 pts Excellent Synthesizes and integrates information from a variety of sources; formulates a clear and precise perspective; draws appropriate conclusions | 5 pts Good Evaluate information from a variety of sources; formulates a clear and precise perspective. | 4 pts Satisfactory Analyze information from a variety of sources; formulates a clear and precise perspective. | 3 pts Unsatisfactory Apply the gathered information to formulate the problem | 2 pts Poor Gather and summarized the information from a variety of sources but failed to formulate the problem | 1 pts Very Poor Gather information from a variety of sources | 6 pts |
| Ⓓ SO 7 PI 4 IILO4 Utilize lifelong learning skills in pursuit of personal development and excellence in professional practice. threshold: 4.8 pts | 6 pts Excellent Ideas are combined in original and creative ways in line with the new and emerging technology trends to solve a problem or address an issue. | 5 pts Good Ideas are creative and adapt the new knowledge to solve a problem or address an issue | 4 pts Satisfactory Ideas are creative in solving a problem, or address an issue | 3 pts Unsatisfactory Shows some creative ways to solve the problem | 2 pts Poor Shows initiative and attempt to develop creative ideas to solve the problem | 1 pts Very Poor Ideas are copied or restated from the sources consulted | 6 pts |

Total Points: 24