CS 355

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HW #8

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1. The design issues for all selections and iteration control statements all revolves around if the control structure should have multiple entries.
2. The significant justification in -> operator is the writability where it is more simple to write p -> q then to write (\*p).q when using C or C++.
3. A) #include <iostream>

using namespace std;

int main(){

int k ,j ,i ; //variables

cin >>j;

k = (j+13)/27;

while (k<10){

k = k+1;

i = 3 \* k-1;

}

cout <<” end of program”<<endl;

return 0;

}

B) j = input()

k = (j+13)/27

while(k<10):

k = k+1

i = 3\*k-1

print(“end of program”)

C)j = gets.chomp.to\_i

k = (j+13)/27

whi;e k<10 do

k = k+1

i = 3\*k-1

end

1. #include

Main {}

{

int j = -3;

int i;

for(i = 0, i<3; i++)

{

int x = j+2;

if(x ==3||x ==2)

goto a;

else if(x ==2)

goto b;

else j=0;

a:j- -j

b:j- -j

if(j>0)

i = 2;

else

j = 3-1

}

printf(“%d”, j);

getch();

}