

**COP 1334C Homework 2**  
**25 points**

**Submission Instructions:**

1. For each of the following programs:
  - a) Create an algorithm
  - b) Code the program
  - c) Upload to your homework/homework2 folder
2. When you are finished the assignment, click on the BOnline Assignments Homework 2 link and submit a note that includes your account number. **Upload your algorithms only.**

**1. Property tax** (10 points)  
**Filenames: *taxalg.txt*, *tax.cpp***

A county collects property taxes on the assessment value of a property, which is 60% of the property's actual value. For example, if an acre of land is valued at \$10,000, its assessment value is \$6,000. The property tax is then 64 cents for each \$100 of the assessment value. The tax for the acre assessed at \$6,000 will be \$38.40. Write a program that prompts for the actual value of a piece of property and then displays the assessment value and property tax.

*Note: Use constants when possible.*

Sample Output:

WELCOME TO THE PROPERTY TAX ASSESSMENT PROGRAM!!

Enter the property value: \$100000

\*\*\*\*\*

Assessment Value:       \$60000.00

Property Tax:           \$384.00

2. 2. a) **Writing to a File** (3 points)

**Filenames:** `footballalg.txt`, `football.cpp`

- Prompt the user for the following data about a football player:  
firstName, lastName, salary, age, team, position
- Write the data to a file called "football.txt" in the above order.  
(separated by whitespace only)
- Close the file.

b) **Reading and Writing** (9 points)

**Filenames:** `readfootballalg.txt`, `readfootball.cpp`

- Read in the data from "football.txt". (firstName, lastName, salary, age, team, position)
- **In the same program, create a second file called "footballformatted.txt" that writes the data you read in the following format:**

```
*****Player Summary*****
Player name:    Russell William
Salary:        $8000000
Age:           25
Team:          Seahawks
Position:      Quarterback
```

- Close both your input and output files.

c) **Appending a File** (3 points)

Write a program to append the following data to "football.txt":

Peyton Manning 17500000 37 Broncos Quarterback

**Filenames:** `appendfootballalg.txt`, `appendfootball.cpp`