CS1428 Lab 8: Fall 2020

Name:	Jason McKinnerney JLM573
Lab Sect	tion: L 17

Type your name at the top of this sheet. Answer the following questions and turn in this sheet before the due date. You may use the pre-lab, your book, or internet resources to assist you.

If you need more help, you can attend a tutoring session. Visit the following link: https://cs.txstate.edu/resources/labs/tutoring/

Visit https://userweb.cs.txstate.edu/~js236/cs1428/c-ides-for-cs1428.html for instruction on setting up a Development Environment (like CodeBlocks) to be able to complete the coding portion.

- 1. (8 pts) Identify the following items and write them in the appropriate spaces provided below. Use the choices provided below:
 - **a**) Function call **b**) Return Statement **c**) Function Prototype **d**) Function Definition

```
float add(float,float); 1) [c]
int main() {
    float a,b,c;
    a = 2;
    b=4;
    c = add(a, b); 2) [a]
    return 0;
}

float add(float g, float h) 3) [d] {
    return g + h; 4) [b]
}
```

2. (12 pts) What is the output of the following snippet?

```
void doubleEven(int value){
cout << value << " " << (value * 2) << endl;
                                                         Output:
                                                        value 3
void tripleOdd(int value){
  cout << value << " " << (value * 3) << endl;</pre>
                                                         value 4
                                                         value 9
}
                                                         value 8
                                                         value 15
int main(){
                                                         value 12
 int num;
 for (num = 1; num < 7; num++){
   if(num \% 2 == 1)
    tripleOdd(num);
   else
    doubleEven(num);
 return 0;
```

- 3. (50 pts) A main function is provided for you on TRACS. Modify the program to create a rectangle simulator by adding the following **four functions**:
 - **int getArea(int, int)** Takes width and height as parameters and computes the area of the user's rectangle and returns the result.
 - ➤ int getPerimeter(int, int) Takes width and height as parameters and computes the perimeter of the user's rectangle and returns the result.
 - **void printPicture(int, int, char)** Takes width, height and the symbol the user entered as parameters and draws the user's rectangle using the user's symbol.
 - **bool isValidSideLength(int)** Takes an integer as a parameter representing the width or height. Returns true if the number is between 1 and 10, false otherwise.
 - > Do not modify the main function. Write the functions such that they work in the code provided

Sample Output:

Please enter the following Width: 10 Height: 3 Desired symbol for picture: # Perimeter: 26 Area: 30 Picture of your rectangle: ######### ########## ########## Would you like to print another picture? (Y or N): y Please enter the following Width: 12 ERROR: Sides must be between 1 and 10. Enter the width: 9 Height: 2 Desired symbol for picture: * Perimeter: 28 Area: 45 Picture of your rectangle: ***** ***** Would you like to print another picture? (Y or N): n

WRITE your name in the authorship comments at the top of your program. **UPLOAD** this pdf with your answers filled in and your source code as lab8.cpp to Canvas.