⚙ ▾ ˍ

26 26

Assignment 1 Discussion (Not Required)

Post any questions or comments you have about assignment 1 or class logistics here. Not required.

| Search entries or author | | Unread | ⬆ | ⬇ | | ✓ Subscribe |

↰ **Reply**

(https://santarosajc.instructure.com/courses/24402/users/79900)
Peter Wright

(https://santarosajc.instructure.com/courses/24402/users/79900)

Aug 21, 2017

⚙ ▾

I am having difficulty accessing the daveteaches website. The username and password (given in the email) do not seem to work when trying to login.

Edited by **Peter Wright (https://santarosajc.instructure.com/courses/24402/users/79900)** *on Aug 21 at 9:21am*

(https://santarosajc.instructure.com/courses/24402/users/65182)
Dylan Bishop-Rich

(https://santarosajc.instructure.com/courses/24402/users/65182)

Aug 21, 2017

⚙ ▾

I'm having the same issue, I believe. Did you email to ask if it's the right password?

(https://santarosajc.instructure.com/courses/24402/users/60154)
David Harden

(https://santarosajc.instructure.com/courses/24402/users/60154)

Aug 21, 2017

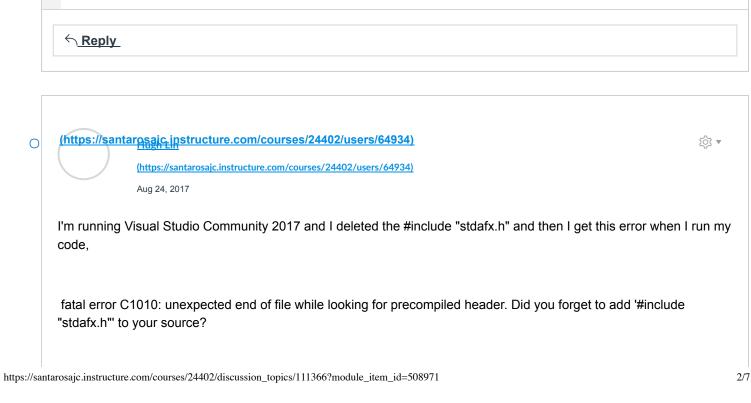⚙ ▾

Sorry about that. I fixed it.

↰ **Reply**

(https://santarosajc.instructure.com/courses/24402/users/66861)
A.J. Hawkey

(https://santarosajc.instructure.com/courses/24402/users/66861)

Aug 22, 2017

⚙ ▾

When will lesson 12 be posted?

James O'Hara (https://santarosajc.instructure.com/courses/24402/users/74745)

(https://santarosajc.instructure.com/courses/24402/users/74745)

Aug 25, 2017

As you've probably noticed, it's there now.

--Jim (t.a.)

Edited by James O'Hara (https://santarosajc.instructure.com/courses/24402/users/74745) on Aug 25 at 5:37pm

↩ **Reply**

(https://santarosajc.instructure.com/courses/24402/users/4456)
Ryan Martino

(https://santarosajc.instructure.com/courses/24402/users/4456)

Aug 23, 2017

lesson on pointers has a bad URL, gonna need it since theres no class tomorrow. thanks

David Harden (https://santarosajc.instructure.com/courses/24402/users/60154)

(https://santarosajc.instructure.com/courses/24402/users/60154)

Aug 23, 2017

fixed.

↩ **Reply**

(https://santarosajc.instructure.com/courses/24402/users/64934)
Hugh Lin

(https://santarosajc.instructure.com/courses/24402/users/64934)

Aug 24, 2017

I'm running Visual Studio Community 2017 and I deleted the #include "stdafx.h" and then I get this error when I run my code,

 fatal error C1010: unexpected end of file while looking for precompiled header. Did you forget to add '#include "stdafx.h"' to your source?

1>Done building project "Assignment 1.1.vcxproj" -- FAILED.
========== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped ==========

Should I put it back in? This didn't happen when I used community 2015 last year.

David Harden
(https://santarosajc.instructure.com/courses/24402/users/60154)
(https://santarosajc.instructure.com/courses/24402/users/60154)

Aug 25, 2017

I think it means either you made a mistake while creating your project, or the download you did is missing a component. Let me know whether the following helps:

- When you install Visual Studios Community, make sure you have Desktop development with C++ selected.

- The steps to creating an empty project seem a bit different in VSC 2017 than it was in VSC 2015. To create a new EMPTY project, go to File > New > Project... , then under Visual C++, select General, and create an Empty Project in there.

Hugh Lin
(https://santarosajc.instructure.com/courses/24402/users/64934)
(https://santarosajc.instructure.com/courses/24402/users/64934)

Aug 25, 2017

Creating an empty project got rid of the error. What I have previously created was a console application. Thanks!

Kevin Drake
(https://santarosajc.instructure.com/courses/24402/users/4932)
(https://santarosajc.instructure.com/courses/24402/users/4932)

Aug 27, 2017

Visual Studio requires that header file to compile properly.

David Harden
(https://santarosajc.instructure.com/courses/24402/users/60154)
(https://santarosajc.instructure.com/courses/24402/users/60154)

Aug 27, 2017

if you are referring to #include "stdafx.h", you're wrong, Visual Studio does not require that header file to compile properly. If it appears so, it means you did not create an empty project, as I described in my post just above.

↩ **Reply**

(https://santarosajc.instructure.com/courses/24402/users/74745)

James O'Hara
(https://santarosajc.instructure.com/courses/24402/users/74745)

Aug 25, 2017

I've been the t.a. on this course several times (retirement job). Hello and good luck!

In Assignment 1.1, many students have had trouble with instructions 15 and 16, especially 16. Instructions 15 and 16 do really mean that the code implementing them cannot have the variable a.   This Discussion is a good resource for difficulty with this, or other difficulties with Assignment 1. Also, notice that instructions 17 and 18 call for an address to be displayed, not the value at the address (and again, no use of the variable a).

Also, the **Syllabus** **(https://daveteaches.com/11/index.shtml#assignmentsandprojects)** does really mean that not following the **Style Conventions** **(https://daveteaches.com/11/index.shtml#style)** can have a significant negative impact. A working program can get a failing grade.

*Edited by **James O'Hara (https://santarosajc.instructure.com/courses/24402/users/74745)** on Aug 25 at 7:19pm*

Julia Otten
(https://santarosajc.instructure.com/courses/24402/users/66384)
(https://santarosajc.instructure.com/courses/24402/users/66384)

Aug 26, 2017

Hello, nice to meet you! I love these discussion boards, I found them useful last semester as well when I was taking CS10 with Harden. Step 16 did take me a minute to figure out. I found that thoroughly reading ch 9 in the text book before starting the assignment helped me solve this problem.

↩ **Reply**

Hugh Lin
(https://santarosajc.instructure.com/courses/24402/users/64934)
(https://santarosajc.instructure.com/courses/24402/users/64934)

Aug 26, 2017

Where do I save the project and source code? Does it matter where?

David Harden
(https://santarosajc.instructure.com/courses/24402/users/60154)
(https://santarosajc.instructure.com/courses/24402/users/60154)

Aug 26, 2017

It doesn't matter where, as long as the source code is in the correct folder inside the project folder.

My advice would be to just go with the defaults. Let VS save the files wherever it wants.

↩ **Reply**

[(https://santarosajc.instructure.com/courses/24402/users/61866)](https://santarosajc.instructure.com/courses/24402/users/61866)
Greg Maddox

[(https://santarosajc.instructure.com/courses/24402/users/61866)](https://santarosajc.instructure.com/courses/24402/users/61866)

Aug 27, 2017

I'm having some logic issues with my program. I have the whole thing working, but it seems that in #22,23, it says that "(x should be 99, y should be 0)". Im not really clear on how this can be when X,Y are still pointing at the same elements and they were 99/0 to begin with. How can they be the same after the swap function runs?

Any help would be appreciated, thanks.

[(https://santarosajc.instructure.com/courses/24402/users/61866)](https://santarosajc.instructure.com/courses/24402/users/61866)
Greg Maddox

[(https://santarosajc.instructure.com/courses/24402/users/61866)](https://santarosajc.instructure.com/courses/24402/users/61866)

Aug 27, 2017

I figured my logic issue out, i'm having trouble with my swap function. I'm not sure why, even though they are swapped in the function (i watched in the debugging), they still return to the calling function as the same.

any help?

[(https://santarosajc.instructure.com/courses/24402/users/61866)](https://santarosajc.instructure.com/courses/24402/users/61866)
Greg Maddox

[(https://santarosajc.instructure.com/courses/24402/users/61866)](https://santarosajc.instructure.com/courses/24402/users/61866)

Aug 27, 2017

nvm....figured it out. Thanks for the help, lol.

↩ **Reply**

[(https://santarosajc.instructure.com/courses/24402/users/16215)](https://santarosajc.instructure.com/courses/24402/users/16215)
Don Barrett

[(https://santarosajc.instructure.com/courses/24402/users/16215)](https://santarosajc.instructure.com/courses/24402/users/16215)

Aug 27, 2017

I'm having an issue with my sortData function definition outside of main. I wrote most of the code on my Chromebook because I went to a friend's house this weekend, so I wound up copying my finished code into Visual Studio when I got back and it gave me a ton of errors. Most of them appear fixed but VS is still telling me it expects a semicolon before the 'void' in "void sortData".

[(https://santarosajc.instructure.com/courses/24402/users/74745)](https://santarosajc.instructure.com/courses/24402/users/74745)
James O'Hara

[(https://santarosajc.instructure.com/courses/24402/users/74745)](https://santarosajc.instructure.com/courses/24402/users/74745)

Aug 28, 2017

If this is still not fixed, try sending me (and/or Dave at **dharden@santarosa.edu) (mailto:dharden@santarosa.edu))** your code. To send to me, please send to James O'Hara using Canvas Conversations (Inbox). Just guessing here, but the problem is probably higher up in your code, such as a missing '{' or '}' or ';'.

↩ **Reply**

(https://santarosajc.instructure.com/courses/24402/users/118709)
Craig Nicholas
(https://santarosajc.instructure.com/courses/24402/users/118709)

Aug 28, 2017

Somewhat tangential but in section 12.2.8 of the Lesson 12 notes it mentions an array is just a pointer, so you can assign a pointer the value of an array and access the array elements via the pointer

    int nums[] = {4, 5, 3};

    int* ptr;

    ptr = nums;

    int y = ptr[0] + ptr[2];

Does ptr "know" that it's pointing to a beginning of array versus an int? In other words what happens if you do this same thing, but nums is just a pointer to an int? Does ptr[0] still make sense? Does ptr[2] access unintended parts of memory?

Relatedly, is there a nice way to make scrappy throwaway programs in Visual Studio without the overhead of making a project.

(https://santarosajc.instructure.com/courses/24402/users/60154)
David Harden
(https://santarosajc.instructure.com/courses/24402/users/60154)

Aug 28, 2017

The cool thing is that there is no such thing as "beginning of an array versus an int". Those two things are exactly the same in C++. So yes, if ptr is a pointer to an int, you can say ptr[0] or ptr[2], and ptr[2] would access unintended memory. (I encourage you to try this out to see for yourself.)

No way to use VS to make an executable without creating a project.

(https://santarosajc.instructure.com/courses/24402/users/68744)
Eric Bennard
(https://santarosajc.instructure.com/courses/24402/users/68744)

Aug 28, 2017

I'm not at home so I can't test this.

However seems to me the pointer would work just fine, as it only knows whether it's pointing to an int, char, etc. Whether it is an array it has no idea.

If you have it pointing to an int only that is not part of an array, and then try to access some later element as if it were part of an array, it may work, but not how you were hoping. I have a feeling it would depend on the compiler/system, but I think the appropriate term is 'undefined behavior'.

I'm sure Dave or Jim can weigh in further and correct my response as needed.

For your second question, I have an empty project I created for whenever I just want to mess around or test things. That way you don't have to go through all those menus, and VS doesn't create another project for no reason.

**Edit: And I see Dave beat me to it.
*Edited by **Eric Barnard (https://santarosajc.instructure.com/courses/24402/users/68744)** on Aug 28 at 4:54pm*

James O'Hara (https://santarosajc.instructure.com/courses/24402/users/74745)
(https://santarosajc.instructure.com/courses/24402/users/74745)

Aug 29, 2017

I would just add that you want to be careful using ptr[index] or ptr + index to access an array. Just as you can get into trouble using an out of bounds index, you want to be sure that there actually is an array allocated that ptr is pointing at, and that you don't try to access out-of-bounds memory.

```
int myArray[1];
int* myPtr = myArray;
*(myPtr + 1) = 0;       // bad things can happen here
```

David Harden (https://santarosajc.instructure.com/courses/24402/users/60154)
(https://santarosajc.instructure.com/courses/24402/users/60154)

Aug 30, 2017

Eric, thanks for the suggestion about keeping an empty project around. In my development, I don't keep an empty project around, I just keep a SINGLE project around that I use for everything. I never have more than one project on my system at a time, and the only time I ever need to create a new project is when I update to a new version of my IDE.

↩ **Reply**