# **Assignment 4**

Kevin Nolan CS 3305 – Section 01

Description: This assignment implements 2 programming projects part 1 and 2. The first part prints out section numbers of a prefix value by recursively calling itself (Assignment4a.cpp).

The second part prints out a \* pattern based on the values provided by recursively calling itself twice(Assignment4b.cpp).

#### Assignment 4a (Part 1) - Source Code:

```
// Assignment 4 - Part 1
// by: Kevin Nolan
// This program implements part 1 of assignment 4. It takes a prefix string value
// and uses recursion to print out "section" numbers to the end of each string.
#include <iostream>
#include <string>
void numbers(std::ostream& outs, const std::string& prefix, unsigned int levels);
int main()
{
    std::cout << "Testing out the levels function!!! \n \n";</pre>
    std::ostream& os = std::cout;
    numbers(os, "joke", 2);
}
//Function to print out section numbers of prefix value
void numbers(std::ostream& outs, const std::string& prefix, unsigned int levels)
{
      std::string newString = prefix;
      if (levels == 0)
             outs << prefix;
      else
      {
             for (int j = 49; j < 58; j++) //uses char ascii values for 1-9
                    numbers(outs, newString + (char)j + '.' , levels - 1);
                    if(j != 57 ) //Prints out new line unless it's reached the end!
                        std::cout << "\n";</pre>
             }
      }
}
```

#### **Program Output - Screenshot**

\*\*Assignment4a.cpp running with levels =2 (not all #s shown)\*\*

```
Microsoft Visual Studio Debug Console
                                                                                                                        X
Testing out the section numbers function with levels = 2
joke1.1.
joke1.2.
joke1.3.
joke1.4.
joke1.5.
joke1.6.
joke1.7.
joke1.8.
joke1.9.
joke2.1.
joke2.2.
joke2.3.
ioke2.4.
joke2.5.
joke2.6.
joke2.7.
joke2.8.
joke2.9.
joke3.1.
joke3.2.
joke3.3.
joke3.4.
joke3.5.
joke3.6.
joke3.7.
joke3.8.
joke3.9.
joke4.1.
 Microsoft Visual Studio Debug Console
                                                                                                                               X
joke7.7.
joke7.8.
joke7.9.
joke8.1.
joke8.2.
joke8.3.
joke8.4.
ioke8.5.
joke8.6.
joke8.7.
joke8.8.
joke8.9.
ioke9.1.
joke9.2.
joke9.3.
joke9.4.
joke9.5.
joke9.6.
joke9.7.
joke9.8.
joke9.9.
.
C:\Users\Kev\source\repos\Assignment4\Debug\Assignment4.exe (process 15000) exited with code 0.
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the conso
le when debugging stops.
Press any key to close this window . . .
```

#### Assignment 4b (Part 2) - Source Code:

```
// Assignment 4 - Part 2
// by: Kevin Nolan
// This program implements part 2 of assignment 4. It takes a value of power of 2 and
// index i and prints the *** pattern based on the inputs given using recursion. In
// this case it uses 2 recursive calls in order to create the appropriate display.
#include <iostream>
using namespace std;
void pattern(ostream& outs, unsigned int n, unsigned int i);
int main()
{
   cout << "Testing out the fractal pattern!! \n \n" << "values of n = 8, i =0 \n" ;</pre>
   ostream& os = cout;
   pattern(os, 8, 0);
}
// Precondition: n is a power of 2 greater than zero.
// Postcondition: The longest line of the pattern has
                  n stars beginning in column i of the output.
// Base Case: The recursion stops if n == 0
void pattern(ostream& outs, unsigned int n, unsigned int i)
      if (n != 0)
             pattern(outs, n / 2, i); //1st call starts printing ** at i
             for (int j = 0; j < i; j++)
                   outs << ' ';
             for (int k = 0; k < n; k++)
                    outs << "* ";
             cout << endl;</pre>
             pattern(outs, n / 2, i + n / 2); //2nd call to make ** go out further
      }
      else
             return;
}
```

### **Program Output - Screenshot**

## \*\*Assignment4b.cpp running with n=8, i=0 \*\*

#### \*\*Assignment4b.cpp running with n=16, i=0 \*\*