

Laboratory 6 Activity Instructions

1. Download or copy the `Lab6Activity.cpp` file from WebCampus. Implement the following activities, but compile and run the program after each step
2. Create the function prototypes and stubs for the functions `isLetter`, `isLowerCaseLetter` and `isUpperCaseLetter`. All three functions accept a character test value and return a Boolean value (e.g., `bool isLetter(char testChar);`)
3. Once the three prototypes and stubs are created, the program should compile without any errors or warnings. If any occur, fix them before you go on
4. Now, create a prompt and input action using `cout` and `cin` to get a character (`someChar`) from the user
5. Make sure your program compiles without any errors or warnings before going on
6. First write the `isLowerCaseLetter` function. This function just checks to see if the test letter is between 'a' and 'z' inclusive; again, make sure that the function compiles without errors or warnings before going on
7. Now, implement the `isLetter` function by testing the incoming character to see if it is between 'a' and 'z' inclusive or between 'A' and 'Z' inclusive. Complete this function and verify that there are no errors or warnings before going on
8. Now, see if you can implement the `isUpperCaseLetter` function using the previous two functions and NOT specifically testing any characters
9. Test the program with various characters including numbers, upper case letters, and lower case letters. Verify that it works as it should.
10. If you have any problems with the last part, ask your TA for help with thinking through the logic