1. Evaluate the following expressions:

Give the (i) function header; (ii) function prototype (without parameter names), for each of the following functions:

- (a) Function hypotenuse that takes two double-precision, floating-point arguments, side1 and side2, and returns a double-precision, floating-point result.
- (b) Function smallest that takes three integers, x, y and z, and returns an integer.
- (c) Function instructions that does not receive any arguments and does not return a value. [Note: Such functions are commonly used to display instructions to a user.]
- (d) Function intToDouble that takes an integer argument, number, and returns a double-precision, floating-point result.

Example solution for (a):

```
double hypotenuse( double side1, double side2 )
       (i)
       (ii)
             double hypotenuse( double, double );
(b)
           int smallest( int x, int y, int z )
      (i)
      (ii)
          int smallest( int, int, int );
(c)
      (i)
           void instructions()
      (ii)
          void instructions();
(d)
            double intToDouble( int number )
      (i)
            double intToDouble( int );
      (ii)
```

2. Define a function hypotenuse that calculates the length of the hypotenuse of a right triangle when the other two sides are given. Use this function in a program to determine the length of the hypotenuse for each of the following triangles. The function should take two arguments of type double and return the hypotenuse as a double.

```
#include <iostream>
#include <cmath>
using namespace std;
double hypotenuse( double, double );
int main()
      double side1, side2;
      for ( int i = 1; i <= 3; ++i )
             cout << "\nEnter 2 sides of right triangle: ";</pre>
             cin >> side1 >> side2;
             cout << "Hypotenuse: " << hypotenuse( side1, side2 ) << endl;</pre>
      return 0;
}
double hypotenuse( double s1, double s2 )
{
      return sqrt( s1 * s1 + s2 * s2 );
}
```

3. Find the error(s) in each of the following program segments, and explain how the error(s) can be corrected:

```
(a)
       int g()
       {
             cout << "Inside function g" << endl;</pre>
             int h()
             {
                  cout << "Inside function h" << endl;</pre>
             }
       }
       int sum( int x, int y )
(b)
       {
             int result;
             result = x + y;
       }
       double square( double number )
(c)
             double number;
             return number * number;
       }
       Error: Function h is defined in function g.
(a)
```

- *Correcion*: Move the definition of h out of the definition of g.
- (b) Error: The function is supposed to return an integer, but does not.
 Correction: Delete variable result and place the following statement in the function: return x + y;
- (c) Error: Variable number is declared twice.Correction: Remove the declaration within the {}.
- 4. What is the output of the following program?

```
#include <iostream>
using namespace std;
void find(int a, int &b, int &c);
int main()
{
    int one, two, three;
    one = 5;
    two = 10;
    three = 15;
    find(one, two, three);
    cout << one << ", " << two << "," << three << endl;</pre>
    find(two, one, three);
    cout << one << ", " << two << "," << three << endl;</pre>
    find(three, two, one);
    cout << one << ", " << two << "," << three << endl;</pre>
    find(two, three, one);
    cout << one << ", " << two << "," << three << endl;</pre>
```

```
return 0;
}

void find(int a, int& b, int& c)
{
   int temp;

   c = a + b;
   temp = a;
   a = b;
   b = 2 * temp;
}

5, 10, 15
20, 10, 15
25, 30, 15
45, 30, 60
```

5. Consider the following program that will generate a random number between 1 and 3. int computerChoice = rand() % 3 + 1;

Write a program that allows a user to play the Rock Paper Scissors game with computer continuously. Take a look at the following sample run.

```
What do you choose? [1: Rock | 2: Paper | 3: Scissors | 4: Exit]: 1
Computer: 2, User: 1
The computer won!
What do you choose? [1: Rock | 2: Paper | 3: Scissors | 4: Exit]: 2
Computer: 1, User: 2
You won!
What do you choose? [1: Rock | 2: Paper | 3: Scissors | 4: Exit]: 3
Computer: 3, User: 3
It was a tie!
What do you choose? [1: Rock | 2: Paper | 3: Scissors | 4: Exit]: 4
#include <cstdlib>
#include <iostream>
using namespace std;
int main() {
    // Definition
    // 1: Rock
    // 2: Paper
    // 3: Scissors
    cout << "What do you choose? [1: Rock | 2: Paper | 3: Scissors | 4: Exit]: ";</pre>
    int userChoice;
    cin >> userChoice;
    while (userChoice != 4) {
        int computerChoice = rand() % 3 + 1;
        cout << "Computer: " << computerChoice << ", User: " << userChoice << endl;</pre>
```

```
if (computerChoice == userChoice) {
    cout << "It was a tie!" << endl;
} else if (computerChoice == 1 && userChoice == 3) {
    cout << "The computer won!" << endl;
} else if (computerChoice == 2 && userChoice == 1) {
    cout << "The computer won!" << endl;
} else if (computerChoice == 3 && userChoice == 2) {
    cout << "The computer won!" << endl;
} else {
    cout << "You won!" << endl;
}

cout << "What do you choose?. [1: Rock| 2: Paper| 3: Scissors| 4: Exit] ";
    cin >> userChoice;
}

return 0;
}
```