# EECS168:Lab8

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## **Due Time**

This lab is due one week from your lab's start time.

## **Topics**

Functions

### **Functions**

Functions are used to "bottle up," so to speak, some piece of functionality or a specific algorithm so that we can run it whenever we like and with whatever parameters we choose.

There are two parts to getting a function up and running. Step 1 is to define the function:

Example of a void function that prints "Hello" to the screen:

```
void printHello()
{
std::cout << "Hello\n" << '\n';
}
```

Example of a function that takes a parameter and returns a value:

```
int succ( int n )
{
   int ans = n + 1; //optional step of declaring local variable
   return( ans );
}
```

You can do everything you already know how to do in your functions. Loops, if statements, complicated math - whatever you want.

If you want to use a function you defined, you to call it. You can call a function from main or another function.

#### Example:

```
int succ( int n )
{
    int ans = n + 1; //optional step of declaring local variable
    return( ans );
}

void printHello()
{
    std::cout << "Hello\n" << '\n';
}

int main()
{
    int x = 0;
    x = succ( 41 );//x is now 42

    std::cout << succ(54) << '\n'; //prints 55

    printHello();
    return(0);
}</pre>
```

#### void vs non-void

To decide if you need a void or non-void (e.g. a function that returns a value) you must determine if your function is returning a value or not. Decide whether these functions should have a return type or simply be void:

- 1. A function to find the cube of any int
- 2. A function that prints "Hello" 1000 times
- 3. A function that takes a string and a number and prints it took the screen that number of times
- 4. A function that calculates the nth fibonacci number
- 5. A function that takes a string called *phrase* and a file name as parameters. It writes that phrase to the file

## Requirements

In this lab you'll make a single large program that uses several function definitions. Your main should have very little going on. In fact, I've provided your entire main below:

```
int main()
{
   run();
   return(0);
}
```

What your program will do is present the user with the following menu:

```
1) Count digits
2) Sum digits
3) Is Palindrome
4) Reverse
5) Exit
Choice:
```

Option	Behavior
Count digits	Prompt the user for a positive int and count how many digits are in that number
Sum digits	Prompt the user for a positive int and sum up all the digits in that number
Is Palindrome	Prompt the user for a positive int tell whether or not their number is a palindrome
Reverse	Prompt the user for a positive int and print the reverse of the number
Exit	Exit the program

For all choices, you may assume good input.

### **Required Functions**

You will write several functions that you will use in combination to complete this lab:

- int lastDigit(int n)
  - returns the last digit in n
  - example lastDigit(123) returns 3
- int removeLastDigit(int n)
  - returns the number n with the last digit trimmed off
  - example removeLastDigit(123) returns 12
  - when removeLastDigit is passed a 1-digit number, return 0
- int addDigit(int currentNum, int newDigit)
  - returns the currentNum with newDigit placed into the ones space
  - example addDigit(123, 4) returns 1234
- int reverse(int n)
  - returns the reverse of n
  - example reverse(1234) returns 4321
  - this function should call other functions you've defined
- bool isPalindrome(int n)
  - returns true if n is a palindrome
  - example isPalindrome(12321) returns true, but isPalindrome(123) returns false
  - This should use reverse
- int countDigits(int n)
  - returns the count of digits in n
  - example countDigits(123) returns 3

- this function should use removeLastDigit
- int sumDigits(int n)
  - returns the sum of digits in n
  - example countDigits(123) returns 6
  - this function should use removeLastDigit
- void printMenu()
  - prints the menu
  - This does NOT obtain user input, it only prints the menu
- void run()
  - Until the user wants to quit, this function will print the menu, obtain the user's choice, and call the appropriate functions to print the desired results

### 169: Is Prime

Add one more option for the user:

- 1) Count digits
- 2) Sum digits
- 3) Is Palindrome
- 4) Reverse
- 5) Is Prime
- 6) Exit

Choice:

If the user chooses this option, they will input a positive integer and your must tell them whether or not their number is prime. 1 is not considered prime for this program.

### Rubric

[5pts] Email subject line and file names correct

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- [5pts] int lastDigit(int n)
- [5pts] int removeLastDigit(int n)
- [10pts] int addDigit(int currentNum, int newDigit)
- [10pts] int reverse(int n)
- [15pts] bool isPalindrome(int n)
- [15pts] int countDigits(int n)
- [15pts] int sumDigits(int n)
- [5pts] void printMenu()
- [15pts] void run()

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- [5pts] int lastDigit(int n)
- [5pts] int removeLastDigit(int n)
- [10pts] int addDigit(int currentNum, int newDigit)
- [10pts] int reverse(int n)
- [15pts] bool isPalindrome(int n)

- [10pts] int countDigits(int n)
- [15pts] int sumDigits(int n)
   [5pts] void printMenu()
- [5pts] void run()
- [15pts] bool isPrime()

### DO NOT put ANY other files in your package.

Designed by: John Gibbons

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