**ОТЧЕТ ПО ЛАБОРАТОРНОЙ РАБОТЕ №1**

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По дисциплине: Алгоритмизация и программирование

Тема занятия: Структурный тип

Цель занятия: научить определять пользовательский тип-структуру и использовать его для решения задач

Задание№1  
Сode:  
#include<iostream>

#include<string>

struct WeatherX

{

int speedW;

int wind\_speed;

float temperature;

};

using namespace std;

int main()

{

WeatherX weather;

weather.speedW = 0;

weather.wind\_speed = 0;

weather.temperature = 0;

int r = 0, s = 0, c = 0, best = 0, temperatureST = 0, windspeedST = 0, d = 1;

float temperature = 0;

string rainfall, q, wind\_d;

while (q == "quit" || q == "Quit"); {

for (d; d < 8; d++) {

cout << "Day " << d << endl;

cout << "Wind Direction(N,NE,E,SE,S,SW,W,NW)- "; cin >> wind\_d;

cout << "SpeedWeather= "; cin >> weather.speedW; cout << "Wind speed= "; cin >> weather.wind\_speed;

cout << "Temperatura weather = "; cin >> temperature;

windspeedST = windspeedST + weather.wind\_speed;

temperatureST = temperatureST + temperature;

cout << "Precipitation(rain, snow, clear) - "; cin >> rainfall; {

if (rainfall == "rain" | rainfall == "Rain") {

r += 1;

}

else if (rainfall == "snow" | rainfall == "Snow") {

s += 1;

}

else if (rainfall == "clear" | rainfall == "Clear") {

c += 1;

}

else

cout << "Error: write 'rain' or 'snow' or 'clear'(automatic 'ignore')" << endl;

}

cout << "Write 'quit' if u end'- "; cin >> q; {

if (q == "quit" | q == "Quit")

break;

else

continue;

}

}

}

cout << "-----Average Temperature: " << temperatureST / d << endl;

cout << "-----Average wind speed: " << windspeedST / d << endl;

if (best<r && r>s && r > c) {

best = r;

cout << "Precipitation: rain - " << best << endl;

}

else if (best<s && s>r && s > c) {

best = s;

cout << "Precipitation: snow - " << best << endl;

}

else if (best<c && c>r && c > s) {

best = c;

cout << "Precipitation: clear - " << best << endl;

}

else

cout << "Error! Two rainfall equilent" << endl;

cin.get();

cin.get();

}

Задание№2  
