

6.30 C++ example: Salary calculation with functions

zyDE 6.30.1: Calculate salary: Using functions.

Separating calculations into functions simplifies modifying and expanding programs.

The following program calculates the tax rate and tax to pay, using functions. One function returns a tax rate based on an annual salary.

1. Run the program below with annual salaries of 40000, 60000, and 0.
2. Change the program to use a function to input the annual salary.
3. Run the program again with the same annual salaries as above. Are results the same?

Note: The calculation is inaccurate to how taxes are formally assessed and is a simplification for educational purposes only.

Load default template...

```
1 #include <iostream>
2 #include <vector>
3 using namespace std;
4
5 double GetCorrespondingTableValue(int search, vector<int> baseTable, vector<double> valueTable) {
6     int baseTableLength;
7     double value;
8     int i;
9     bool keepLooking;
10
11     baseTableLength = baseTable.size();
12     i = 0;
13     keepLooking = true;
14
15     while ((i < baseTableLength) && keepLooking) {
16         if (search <= baseTable.at(i)) {
17             value = valueTable.at(i);
18             keepLooking = false;
19         }
20     }
21 }
```

40000 60000 0

Run

Feedback?

A solution to the above problem follows. The program was altered slightly to allow a zero annual salary and to end when a user enters a negative number for an annual salary.

zyDE 6.30.2: Calculate salary: Using function (solution).

Load default template...

```
1 #include <iostream>
2 #include <vector>
3 #include <string>
4 using namespace std;
5
6 // Function to prompt for and input an integer
7 int PromptForInteger(const string userPrompt) {
8     int inputValue;
9
10     cout << userPrompt << ": " << endl;
11     cin >> inputValue;
12
13     return inputValue;
14 }
15
16 // *****
17
18 // Function to get a value from one table based on a range in the other table
```

60000 40000 1000000
-1

Run

Feedback?

How was this section?



Provide section feedback