

## Hands-on Activity 2.1

### Data Types and Arithmetic Operations

Course Code: CPE007

Program: Computer Engineering

Course Title: Programming Logic and Design

Date Performed: 8/4/25

Section: CPE11S1

Date Submitted: 8/4/25

Name(s): Paula Esguerra

Instructor: Sir Jimlord Quejado

#### 6. Output

Programiz C++ Online Compiler

```
main.cpp
1 #include<iostream>
2
3 int main(void)
4
5 {
6
7     int xValue= 5;
8     int yValue=9;
9     int result;
10    int bigResult;
11
12    xValue += 3;
13    yValue -= xValue;
14    result = xValue * yValue;
15    result += result;
16    result -= 1;
17    yValue = result % result;
18    result += result + xValue;
19    bigResult = result * result * result;
20    result += xValue * yValue;
21
22    std::cout<<"result: "<<result << std::endl;
23
24    std::cout<<"big result: "<< bigResult;
25
26 return 0;
27
28 }
```



Run

Output

```
result: 38
big result: 54872
== Code Execution Successful ==
```

Activity 1

Programiz C++ Online Compiler

```
main.cpp
1 #include<iostream>
2
3 int main()
4
5 {
6
7     float startValue = 100;
8
9     float interestRate = 0.015;
10
11    float firstYearValue;
12
13    float secondYearValue;
14
15    float thirdYearValue;
16
17    firstYearValue = startValue * (1 + interestRate);
18    secondYearValue = firstYearValue * (1 + interestRate);
19    thirdYearValue = secondYearValue * (1 + interestRate);
20
21    std::cout<<"After first year: "<<firstYearValue << std::endl;
22    std::cout<<"After second year: "<<secondYearValue << std::endl;
23    std::cout<<"After third year: "<<thirdYearValue << std::endl;
24
25 return 0;
26
27 }
```



Run

Output

```
After first year: 101.5
After second year: 103.022
After third year: 104.568
== Code Execution Successful ==
```

Activity 2

#### 7. Supplementary Activity

#### 8. Conclusion

I learned that combining symbols, characters, operators and etc..., can make an interesting math solutions even with the percentage, I just have to know how to know it's whereabouts in C++ Coding.

## **9. Assessment Rubric**

Rubric for SO 7 (6)							
Criteria	Ratings						Pts
◎ SO 7 PI 1 IILO4 Utilize lifelong learning skills in pursuit of personal development and excellence in professional practice. threshold: 4.8 pts	6 pts Excellent   Educational interests and pursuits exist and flourish outside classroom requirements,knowledge and/or experiences are pursued independently and applies knowledge learned into practice	5 pts Good   Educational interests and pursuits exist and flourish outside classroom requirements,knowledge and/or experiences are pursued independently	4 pts Satisfactory   Look beyond classroom requirements, showing interest in pursuing knowledge independently	3 pts Unsatisfactory   Begins to look beyond classroom requirements, showing interest in pursuing knowledge independently	2 pts Poor   Relies on classroom instruction only	1 pts Very Poor   No initiative or interest in acquiring new knowledge	6 pts
◎ SO 7 PI 2 IILO4 Utilize lifelong learning skills in pursuit of personal development and excellence in professional practice. threshold: 4.8 pts	6 pts Excellent   Completes an assigned task independently and practices continuous improvement	5 pts Good   Completes an assigned task without supervision or guidance	4 pts Satisfactory   Requires minimal guidance to complete an assigned task	3 pts Unsatisfactory   Requires detailed or step-by-step instructions to complete a task	2 pts Poor   Shows little interest to complete a task independently	1 pts Very Poor   No interest to complete a task independently	6 pts
◎ SO 7 PI 3 IILO4 Utilize lifelong learning skills in pursuit of personal development and excellence in professional practice. threshold: 4.8 pts	6 pts Excellent   Synthesizes and integrates information from a variety of sources; formulates a clear and precise perspective; draws appropriate conclusions	5 pts Good   Evaluate information from a variety of sources; formulates a clear and precise perspective.	4 pts Satisfactory   Analyze information from a variety of sources; formulates a clear and precise perspective.	3 pts Unsatisfactory   Apply the gathered information to formulate the problem	2 pts Poor   Gather and summarized the information from a variety of sources but failed to formulate the problem	1 pts Very Poor   Gather information from a variety of sources	6 pts
◎ SO 7 PI 4 IILO4 Utilize lifelong learning skills in pursuit of personal development and excellence in professional practice. threshold: 4.8 pts	6 pts Excellent   Ideas are combined in original and creative ways in line with the new and emerging technology trends to solve a problem or address an issue.	5 pts Good   Ideas are creative and adapt the new knowledge to solve a problem or address an issue	4 pts Satisfactory   Ideas are creative in solving a problem, or address an issue	3 pts Unsatisfactory   Shows some creative ways to solve the problem	2 pts Poor   Shows initiative and attempt to develop creative ideas to solve the problem	1 pts Very Poor   Ideas are copied or restated from the sources consulted	6 pts