Question 1

Write a program that requires users to key-in their tuition fee. The program will calculate the total fees for the month and the average payment to be made. Create a dynamic array with the *new* operator to store the elements entered by user.

[HINT: Complete the given program by referring to the sample output]

```
#include <iostream>
using namespace std;
int main ( )
    int subject, num;
    float total payment, average payment;
    float *fees;
                      /* Ask user for the number
                      of subjects registered */
    fees= new float[subject];
    for (num=0; num<subject; num++)</pre>
                      /* Ask user for the fees charged for
                      each class registered. Then,
                      calculate the total payment */
                      /* Display the details of the fees
                      entered earlier */
                      /* Calculate the average payment,
                      then display the total payment &
                      minimum payment (which is the
                      average).*/
    return 0;
```

```
How many subjects you have registered: 3
Class 1 fees charge: RM 60
Class 2 fees charge: RM 50
Class 3 fees charge: Rm 70

===== PAYMENT DETAILS =====
Fees charges you have entered: 60(RM)... 50(RM)... 70(RM)...
Total payment to be made: RM 180
Minimum payment (Average of total payment): RM 60
```

Question 2

Write a C++ program that contains:

- a) A constant global variable *ITEM* with value 3.
- b) A class **BeanBag** with the following:
 - (i) Private data members: code name (string); stock [ITEM] (int)
 - (ii) Public member functions:
 - latest BeanBagStock()
 - Display the "#Current#Ready Stocks......" with the code name and the array elements of stock in reverse order using an appropriate looping structure.
 - beanBag_Details (int *)
 - This function prints details of "Stocks Checking"
 - Gets user input for the code name.
 - The function has a pointer argument.
 - o In a *for* loop, use the pointer argument to initialize the *stock* array.
 - A global object declaration, named *ready*.
- c) A function named stockUpdate():
 - (i) Refer to label 'stockUpdate()' at sample output.
 - (ii) Get user input for 3 values that should be stored in a dynamic array created with the *new* operator.
 - (iii) Using the global object *ready*, call the function *beanBag_Details(...)*, passing in the array and also call *latest_BeanBagStock()* after that.
 - (iv) Delete the dynamic array created.
- d) In the main():
 - (i) Declare an object of the class BeanBag
 - (ii) Declare an array of 3 integer elements and initialize it with the values {9,7,5}
 - (iii) Using the object (created at d)(i)), call **beanBag_Details (....)** with the array declared at d)(ii).
 - (iv) Using the object (created at d)(i)), call *latest_BeanBagStock ()*.
 - (v) Call **stockUpdate()**