Unit 2 Assignment 1: Introduction to the C++ Programming Language

Lab 2.1 Exercise 1: Name.cpp

A screenshot of a computer

AI-generated content may be incorrect.

Lab 2.1 Exercise 2: Name.cpp

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Lab 2.1 Exercise 3: Name.cpp

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Lab 2.2 Exercise 1: Working with Constants, Variables and Arithmetic Operators  
  
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Lab2.2 Exercise 2:

A screenshot of a computer

AI-generated content may be incorrect.

Lab2.2 Exercise 3:

A screenshot of a computer program

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The circumference of the circle is 33

The area of the circle is 91.5624

LAB 2.3 Exercise 1& 2: Rectangle Area and Perimeter

A screenshot of a computer

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LAB 2.4: Exercise 1: Working with Characters and Strings

A screenshot of a computer program

AI-generated content may be incorrect.

LAB 2.4: Exercise 2: Working with Characters and Strings

A screenshot of a computer program

AI-generated content may be incorrect.

LAB 2.4: Exercise 3: Working with Characters and Strings

*Exercise 3:* Is it possible to change the choice of FAVORITESODA by adding code within the main module of the program? Why or why not?  
  
No, it’s not possible to change the choice of FAVORITESODA in the main module because it’s a constant. Once you declare a variable with const, it means that its value is fixed for the entire program. If I tried to assign a new soda to FAVORITESODA inside main, the compiler would throw an error. Constants are locked in place and can’t be changed after they’re defined.  
  
**Exercise 4:**  
Yes, it is possible to change the choice of favoriteSnack within the program. That’s because favoriteSnack is just a normal string variable, not a constant. So, I could assign it “chips” at the start, then later in the program reassign it to something like “cookies” or “popcorn.” Since variables can hold different values at different times, I can update favoriteSnack whenever I want inside the program.