

The purpose of this lab is to give you some practice with the 'while' and more advanced 'if' statements. At the end, you will be asked to turn in four different versions of your program. Be certain to name the file for each version according to the name specified and submit them with EASE when you are done. (You may want to save the CPP files in a different directory than your project and use only one name for the code within your project.)

1. Write a C++ program which implements the flowchart given on the accompanying page. This is a very simplistic program which needs several improvements. Those improvements will come in the remaining steps. The basic idea of this program is that we are going to place a PC running this program in a local mall to summarize the results of the "Pepsi Challenge" taste test. Individuals will be asked to sample both Coke and Pepsi and then enter their vote by typing 'c' or 'p' on the keyboard. At the end of the day, the person responsible for the test will enter a 'q' which will be the signal to quit. At that point the program will report the winner of the contest as either Coke or Pepsi. Save the program which implements the flowchart under the filename TASTE1.CPP.
2. One problem with the given algorithm is that an invalid vote is counted for Coke. For example, if a person went to type 'p' for Pepsi, but accidentally typed 'o' (which is next to 'p'), the program is presently counting the vote for Coke. Add an 'if' statement within the 'if-else' statement so that only 'c' votes are counted for Coke, and invalid votes are simply not counted at all. Save this program as TASTE2.CPP.
3. Another problem with this program is that it is case sensitive. If the shift key is pressed or caps lock is on, a vote of 'P' or 'C' does not get counted for the appropriate cola. Fix the program so that it is case insensitive, so that either 'p' or 'P' is counted for Pepsi, either 'c' or 'C' is counted for Coke, and either 'q' or 'Q' is accepted as the signal to quit. Save this program as TASTE3.CPP.
4. No doubt Coke was the company which set up this test because when the vote is tied, the given algorithm will declare Coke the winner. Fix the program so that when there is a tie, it will say 'Coke and Pepsi tied', rather than saying 'Coke wins'. Save this version as TASTE4.CPP.
5. Optional Challenge: 3 bonus points. Fix the program so that it has all the features of the program in step 4, but can handle a three-way taste test between Coke, Pepsi, and Dr. Pepper. Save this optional version under the name TASTE5.CPP.

Make sure you have named the files as specified. Then turn them in with the EASE system for grading. Turn in steps 1 thru 4 as "Lab2". Turn in step 5 as "Lab2-Bonus".

