**5.6**

#include <iostream>

using namespace std;

int main()

{

int sum = 0;

int temp;//暂存器

int count;//计数器

for (count = 0; cin >> temp; count++) {

if (temp != 9999)

sum += temp;

else

break;

}

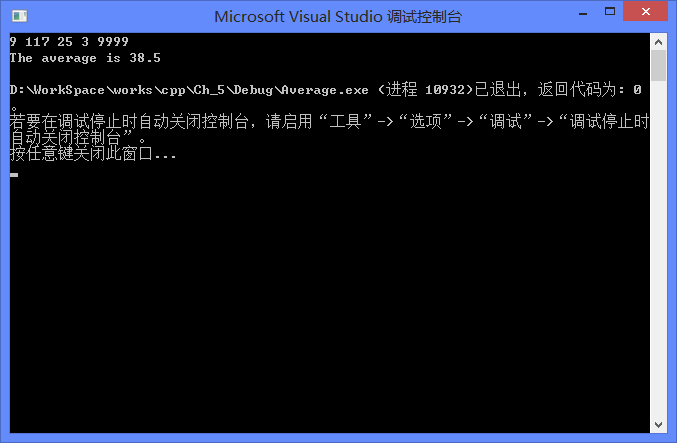
if (count != 0)//检查输入数是否为0

cout << "The average is " << static\_cast<double>(sum) / count << endl;

else

cout << "Illegal input!" << endl;

}



**5.9**

#include <iostream>

using namespace std;

int main()

{

int product = 1;//initialize product

for (int i = 1; i <= 15; i += 2)

product \*= i;

cout << "The product of the odd integers from 1 to 15 is " << product << endl;

}



**5.12**

#include <iostream>

using namespace std;

int main()

{

/\* (a) \*/

for (int i = 1; i <= 10; i++) {

for (int j = 0; j < i; j++)

cout << '\*';

cout << endl;

}

cout << endl;

/\* (b) \*/

for (int i = 10; i >= 1; i--) {

for (int j = 0; j < i; j++)

cout << '\*';

cout << endl;

}

cout << endl;

/\* (c) \*/

for (int i = 0; i < 10; i++) {

for (int j = 0; j < i; j++)

cout << ' ';

for (int j = 0; j < 10 - i; j++)

cout << '\*';

cout << endl;

}

cout << endl;

/\* (d) \*/

for (int i = 1; i <= 10; i++) {

for (int j = 0; j < 10 - i; j++)

cout << ' ';

for (int j = 0; j < i; j++)

cout << '\*';

cout << endl;

}

}



**5.14**

#include <iostream>

using namespace std;

int main()

{

const double PRICE\_1 = 2.98;

const double PRICE\_2 = 4.50;

const double PRICE\_3 = 9.98;

const double PRICE\_4 = 4.49;

const double PRICE\_5 = 6.87;

double sum = 0.0;

int type = 0;//商品类型标识

int temp;//零售数量暂存器

double price = 0;//价格暂存器

for (int i = 0; i < 5;) {

cin >> type;

switch (type) {

case 1:

price = PRICE\_1;

break;

case 2:

price = PRICE\_2;

break;

case 3:

price = PRICE\_3;

break;

case 4:

price = PRICE\_4;

break;

case 5:

price = PRICE\_5;

break;

default:

price = 0;//非法输入标识

break;

}

cin >> temp;

if (price != 0 && temp >= 0) {

sum += price \* temp;

i++;//合法输入再自增

} else {

cout << "Illegal input!\n";

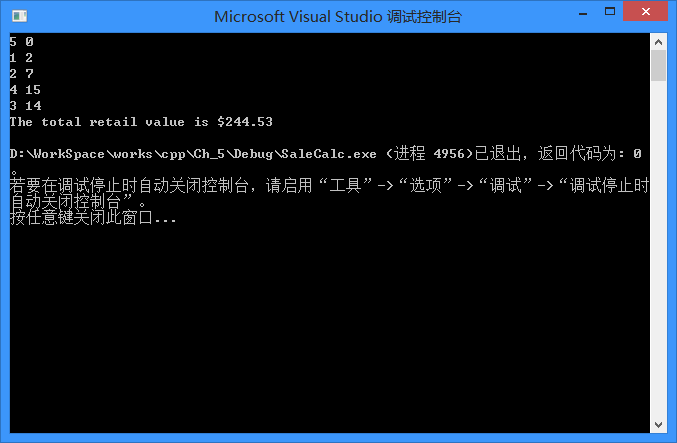
continue;

}

}

cout << "The total retail value is $" << sum << endl;

}



**5.19**

**5.20**

**5.23**