

Lab 1

Course: CSE 165

All the exercises below are selected from the textbook: Thinking in C++ (volume 1).

1. [Exercise-2 on Page 120] Using Stream2.cpp and Numconv.cpp as guidelines, create a program that asks for the radius of a circle and prints the area of that circle. You can just use the `'**'` operator to square the radius. Do not try to print out the value as octal or hex (these only work with integral types). [\[25 points\]](#)
2. [Exercise-1 on Page 226] Create a header file (with an extension of `'.h'`). In this file, declare a group of functions by varying the argument lists and return values from among the following: `void`, `char`, `int`, and `float`. Now create a `.cpp` file that includes your header file and creates definitions for all of these functions. Each definition should simply print out the function name, argument list, and return type so you know it's been called. Create a second `.cpp` file that includes your header file and defines `int main()`, containing calls to all of your functions. Compile and run your program. [\[35 points\]](#)
3. [Exercise-3 on Page 227] Write a program that uses a while loop to read words from standard input (`cin`) into a string. This is an "infinite" while loop, which you break out of (and exit the program) using a `break` statement. For each word that is read, evaluate it by first using a sequence of `if` statements to "map" an integral value to the word, and then use a `switch` statement that uses that integral value as its selector (this sequence of events is not meant to be good programming style; it's just supposed to give you exercise with control flow). Inside each case, print something meaningful. You must decide what the "interesting" words are and what the meaning is. You must also decide what word will signal the end of the program. Test the program by redirecting a file into the program's standard input (if you want to save typing, this file can be your program's source file). [\[40 points\]](#)

Requirements:

- * Usage of spaces, blank lines, indentation, and comments for readability
- * Descriptive names of variables, functions, structs, classes, and objects (if any)
- * Appropriate usage of structs, classes, and objects (if any)

Penalties:

- * Zero if you have possession of a copy of online solutions or work done by someone else.
- * 5-point deduction per day late