Errata for "Starting out with C++: From Control Structures through Objects," 7th edition, by Tony Gaddis

Updated April 8, 2011

Chapter 4, page 198

Checkpoint 4.22: Change "Appendix A" to "Appendix **B**"

Chapter 10, page 587

True/False #37: Change "If the starting address of a string…" to "If the starting address of a **C-string…**"

True/False #38: Change "String handling functions accept…" to "**C-string handling** functions accept…"

Chapter 12, page 671

Checkpoint 12.9: Insert a # character before the first line of code, as follows:

```
#include <iostream>
#include <fstream>
#include <iomanip>
using namespace std;
```

Chapter 14, pages 824-825

2nd paragraph, 2nd sentence: Change "The multiple assignment statement in line 21 causes the…" to "The multiple assignment statement in line **22** causes the…"

Program 14-7: Replace entire program with the following:

```
 1 // This program demonstrates the overloaded = operator returning a value.
 2 #include <iostream>
 3 #include "StudentTestScores.h"
 4 using namespace std;
 5
 6 // Function prototype
 7 void displayStudent(StudentTestScores);
 8
 9 int main()
10 {
11     // Create a StudentTestScores object.
12     StudentTestScores student1("Kelly Thorton", 3);
13     student1.setTestScore(100.0, 0);
14     student1.setTestScore(95.0, 1);
15     student1.setTestScore(80, 2);
16
17     // Create two more StudentTestScores objects.
18     StudentTestScores student2("Jimmy Griffin", 5);
19     StudentTestScores student3("Kristen Lee", 10);
```

```
20
21     // Assign student1 to student2 and student3.
22     student3 = student2 = student1;
23
24     // Display the objects.
25     displayStudent(student1);
26     displayStudent(student2);
27     displayStudent(student3);
28     return 0;
29 }
30
31 // displayStudent function
32 void displayStudent(StudentTestScores s)
33 {
34      cout << "Name: " << s.getStudentName() << endl;
35      cout << "Test Scores: ";
36      for (int i = 0; i < s.getNumTestScores(); i++)
37         cout << s.getTestScore(i) << " ";
38     cout << endl;
39 }
```

**Note: the Program Output does not change.