

Selection-Making Decisions



REVIEW QUESTIONS

1. Logical data are data that can be interpreted as true or false.
 - a. True
3. Each case-labeled statement may identify one or more statements.
 - a. True
5. To ensure that a character is uppercase, the *toupper* conversion function is used.
 - a. True
7. Which of the following is not a relational operator in C++?
 - b. =
9. Which of the following is not a syntactical rule for the *if...else* statement?
 - e. The selection expression cannot have a side effect.
11. There are two different ways to implement a multiway selection in C++. They are
 - b. *else-if* and *switch*
13. Which of the following statements about the *else-if* is false?
 - c. The *else-if* requires integral values in its expression.

EXERCISES

15. If $x = 3$, $y = 0$, and $z = -4$, the expressions evaluate as:
 - a. true
 - b. true
 - c. true
 - d. true
 - e. true
17. Given $x = -2$, $y = 5$, and $t = -4$, the values are:
 - a. false

- b. true
 - c. true
 - d. true
 - e. false
19. Given $x = 4$, $y = 0$, and $z = 2$, the variables contain:
 $x = 4 \quad y = 1 \quad z = 2$
21. Given $x = 4$, $y = 0$, and $z = 2$, the variables contain:
 $x = 4 \quad y = 2 \quad z = 2$
23. Given $x = 0$, $y = 0$, and $z = 1$, the variables contain:
 $x = 0 \quad y = 0 \quad z = 1$
25. Given $x = 0$, $y = 0$, and $z = 1$, the variables contain:
 $x = 0 \quad y = 0 \quad z = 1$
27. Given $x = 0$, $y = 0$, and $z = 1$, the variables contain:
a. $x = -1 \quad y = 0 \quad z = 0$
29. Given $x = 0$, $y = 0$, and $z = 1$, the variables contain:
 $x = 1 \quad y = 3 \quad z = 1$
31. Given $x = 1$, $y = 3$, and $z = 0$, the variables contain:
 $x = 4 \quad y = 3 \quad z = 0$
33. The value of the *toupper* expressions is:
a. C (upper case 'C')
b. C (upper case 'C')
c. ?
d. 7
35. A minimum of three test values are required as shown in the truth table.
- | num | Test 1 | Test2 |
|-----|--------|-------|
| 5 | T | T |
| 15 | T | F |
| -5 | F | N/A |

PROBLEMS

- 37.
- ```
// Test for best score method #2
score >= 90 ? best = 1 : best = 0;
```
- 39.
- ```
// Print num if flag true
if (flag)
    cout << num;
```
- 41.
- ```
// Test for zero divisor
if (divisor)
 quotient = static_cast<double>(dividend) / divisor;
else
 quotient = divisor;
cout << "dividend: " << dividend
 << " divisor : " << divisor
 << " quotient: " << quotient << endl;
```

43.

```
// If character is E, add and print
if (aChar == 'E')
{
 c++;
 cout << "Value is E\n";
} // if
```

45.

```
// if num1 is 10, square it; if 9, read and process
if (num1 == 10)
 num1 *= num1;
else if (num1 == 9)
{
 cout << "Enter new number: ";
 cin >> num1;
 if (num1 == 2 || num1 == 3)
 {
 num1 *= 99;
 cout << "Number * 99 is: " << num1 << endl;
 } // if
} // else
```

47.

```
// read and process x and y
cout << "Enter x and y: ";
cin >> x >> y;

if (x > 0)
{
 if (y > 0)
 {
 z = x;
 y = x + 1;
 } // y > 0
 else
 z = y;
 z++;
} // x > 0
else
{
 y = x - 1;
 z = 2 * x;
} // x <= 0
cout << "x: " << x << " y: " << y << " z: " << z;
```

49.

```
/* ===== day_of_week =====
This function display the day of week corresponding
to numbers between 0 and 6.
Pre given an integer representing a day
Post day of week printed
*/
void day_of_week (int day)
{
 switch (day)
 {
 case 0 : cout << "Sunday";
```

```

 break;
 case 1 : cout << "Monday";
 break;
 case 2 : cout << "Tuesday";
 break;
 case 3 : cout << "Wednesday";
 break;
 case 4 : cout << "Thursday";
 break;
 case 5 : cout << "Friday";
 break;
 case 6 : cout << "Saturday";
 break;
 default: cout << "\n\anumber is not valid!\n";
 break;
 }
 return;
} // day_of_week

```

51.

```

/* =====parkingCharge=====
Calculate the amount due for each of the valid
vehicles.
 Pre type of vehicle and the hours
 Post parking charge returned,
 -1 returned if invalid code
*/
#define CAR 2.00
#define BUS 3.00
#define TRUCK 4.00

double parkingCharge (char vehicle, double hours)
{
 double total;
 switch (vehicle)
 {
 case 'c' : total = CAR * hours;
 break;
 case 'b' : total = BUS * hours;
 break;
 case 't' : total = TRUCK * hours;
 break;
 default : cout << "\nVehicle not valid!\n";
 total = -1;
 break;
 } // switch
 return total;
} // parkingCharge

```