CS 150 Lecture 15 Exercises

Complete each of the exercises below and upload to Canvas before the deadline.

A. Processing Real-World Data Sets

Complete the **starcat()** function, along with your instructor. Your program will read the file **stars.txt** and print out **only** the named stars, in the format listed in the comments. Run the test program and paste the requested information in the text areas provided below.

| *Copy and paste a screenshot of the source code for the startcat() function* |
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| *Copy and paste a screenshot of the test results* |
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B. Structures and Functions

In class you'll complete several exercises working with structures. Place your functions directly in the **stars.cpp** file and the prototypes and the structure definition in the **stars.h** file. Paste the requested information in the text areas provided below.

| *Copy and paste a screenshot of the structure definition and prototypes (stars.h).* |
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| *Copy and paste a screenshot of the source code for the function implementation (stars.cpp)* |
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| *Copy and paste a screenshot of the unit tests (make test)* |
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| *Copy and paste a screenshot of the program running (make run)* |
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C. Writing to\_string and value\_of() for Coin

Write the **to\_string()** function and the **value\_of()** function for the **Coin** enumerated type. Paste the results in the text areas below.

| *Copy and paste a screenshot of the source code from EnumOps.cpp* |
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| *Copy and paste a screenshot of the test results* |
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D. Overloaded Input and Output Operators

Write the overloaded I/O operators for the **Card** type. The text file, **cards.txt** is the input format for playing cards. Each card is 2 characters, the first is the rank and the second the suit. The rank for 10 is represented by t. Paste the results in the text areas below.

| *Copy and paste a screenshot of the I/O functions for Card type* |
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| *Copy and paste a screenshot of the test results* |
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