Due: 9/28/22

Lab 6: Value-returning functions

Problem: You will have to round numbers very often so you decided to create your own function round off() that will receive the number to be rounded and the number of decimal digits that the number should be rounded to and will return the value rounded to the specified number of decimal digits.

You need to create a program to test the function. It will ask the user to enter the double precision real number to be rounded and a whole number indicating the number of decimal digits. It will then display the original number with ten digits and the rounded value (also a double precision real number) with the number of digits specified by the user plus 2 more.

This assignment will be completed in two steps:

- 1) First you will implement the algorithm shown below in which the rounding will be done in main()
- 2) Once you have this working you will need to modify your solution so you:

Declare the prototype of the function above main()

Call the function in main() to do the rounding

Define the function below main()

Your task: implement in C++ the algorithm solution shown below for the first step.

Algorithm solution (in pseudocode):

To solve this problem your program must perform the following tasks:

Declare variable value, valuero that hold double precision real numbers

Declare variable decdig that holds whole numbers

Prompt the user to "Enter the real number: "

Read from keyboard the value entered by the user and assign it to value

Prompt the user to "Enter number of digits: "

Read from keyboard the value entered by the user and assign it to decdig

Round the real number to the number of decimal digits specified and assign the result to valuero

Format the output to display the numbers in fixed format with ten decimal digits

Display on the screen, using 23 columns, the message

"The original number is ", value

Format the output to display the numbers in fixed format with the number of decimal digits specified plus 2

Display on the screen, using 23 columns, the message

"The rounded number is ", valuero

The program must compile without errors or warnings.

Important:

Once you have this program working you will modify it according to step 2.

There are comments in the provided cpp file that indicate where you have to insert the prototype and define the function.

The call to the function will be done in the statement where you do the rounding in main().

Do NOT forget to uncomment the four tests at the bottom of the file provided (right above return 0;)

Open **lab06.cpp** in your IDE and implement the above algorithm (already provided in the source code as comments).

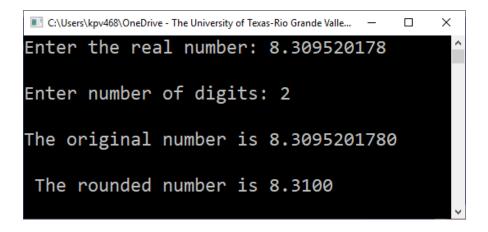
Implement the above algorithm (already provided in the source code as comments).

Note:

- Do NOT remove or modify the statements that I use to test certain things in your program.
- Run my sample solution to know how your program must behave. Pay attention to the input and the output formats. Your solution must behave exactly like mine.

https://replit.com/@GDietrich/1370-lab06sample

• Carefully analyze the following figure and use it as a reference to ensure you do the right things.



- Test and compare your solution with mine for different values of the number and the number of digits to ensure they always produce the same outputs. Pay attention to the output format.
- Ensure your formulas do not use mixed data types.

To write your program, review the concepts learned in class (review examples discussed in class) and read the book (analyze the examples in it).

I am posting my solution for your reference. Please run it and ensure that your program works like mine. If you get an error message on the output, read the comment on the line specified in the message

to find out what is wrong. If you have concerns or specific questions, post them on the Discussion Board of Blackboard.

Don't forget to include at the top of the program the comments shown below with your information (name, class and section number, etc.)

When done, submit your solution through Blackboard using the "Assignments" tool. Do Not email it.

Paste the link to your solution and the source code in the textbox corresponding to Text Submission (click on the Write Submission button) before you click on Submit.

The following is the basic criteria to be used to grade your submission:

You start with 100 points and then lose points as you don't do something that is required.

- -5: wrong variable names
- -5: wrong data types
- -5: no/too few comments
- -5: mixed data types in expression
- -5: did not display the numbers with the number of decimal digits specified plus 2
- -10: didn't round the value off
- -5: incorrect way to round the value off
- -30: didn't implement the required function
- -15: incorrect implementation of the function
- -5: incorrect input format
- -5: incorrect output format
- -5: program does not pass test (each)
- -10: missing libraries
- -20: program does not implement the provided algorithm
- -5: Missing comments at the top of the program
- -20: Did NOT uncomment the four tests at the bottom of the program
- -20: Incorrect/missing source code
- -20: Incorrect/missing link to your Repl.it solution
- -50: program doesn't compile
- -100: The code submitted is not your creation (you got it from a web site or another person)
- -10: Late

Important: more points may be lost for other reasons not specified here.

The following are other sample runs of the program.

