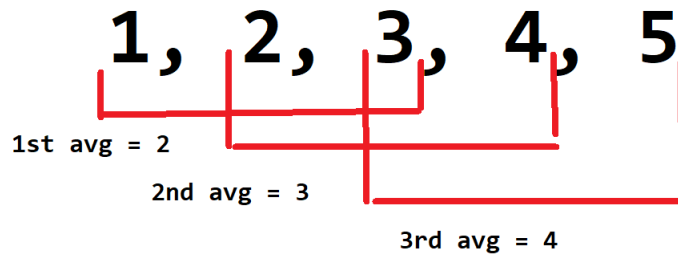


Rolling Average

The rolling average is an average which is calculated from a subset of fixed size from a full set of data. This is illustrated below for a subsets of size 3:



For this practice assignment, you are to write a program which accepts floating point values via `std::cin` and calculates the rolling average for a subset of 3 elements. The calculations are to be done through a function of type `float` named `rolling_average` which would accept 3 inputs. Whenever the user needs to input a number, they should be greeted by the following message: "Enter a number." Then, the program should output the rolling average in the following format: "rolling average is <rolling average>". The program should be terminated when the user inputs a negative number. Note that while the number of inputs is less than the required subset size, no rolling average should be outputted. Name your file "RollingAverage.cpp" and submit on marmoset.

Sample Program execution:

```
Enter a number.  
1  
Enter a number.  
2  
Enter a number.  
3  
rolling average is: 2  
Enter a number.  
4  
rolling average is: 3  
Enter a number.  
-1
```

Submission on Marmoset:

For the marmoset auto-grading system to work properly, you must wrap your main function declaration and definition with the following pre-processor directive:

```
#ifndef MARMOSET_TESTING  
int main();  
#endif
```

```
#ifndef MARMOSET_TESTING
```

```
int main() {  
  // your code here  
}  
#endif
```