

Lab Part A

The below output demonstrates the correct output for Lab 2 Part A. It first asks for a user to enter a string of characters. The program then uses a stack to reverse the string of characters.

So "some text" becomes "txet emos".

```
Enter a string of characters => some text
You entered: some text
Reverse is: txet emos
Program ended with exit code: 0
```

Lab Part B

This portion of the lab asks a user for a positive integer. If the user does not enter a positive integer it will ask again until the correct information is entered. The program then determines what that integer's binary representation is and prints it to the screen.

```
Enter a positive integer: 5
Decimal: 5
Binary: 101
Program ended with exit code: 0|
```

```
Enter a positive integer: 26
Decimal: 26
Binary: 11010
Program ended with exit code: 0|
```

Bad input example: forces a positive number.

Enter a positive intiger: e

Bad Input (try again)

Enter a positive intiger: