1. Interest earned

Assuming there are no deposits other than the original instruments, the balance in a saving account after one year may be calculated as

Principal is the balance in the saving account, Rate is the interest rate, and T is the number of times the interest is compounded during a year (T is 4 if the interest is compounded quarterly).

Write a program that asks for the principal, the interest rate, and the number of times the interest is compounded. It should display a report similar to:

```
Interest rate: 4.25%
Times Compounded: 12
Principal: $ 1000.00
Interest: $ 43.34
Amount in Savings: $ 1043.34
```

Answer:

```
#include <iostream>
#include <iomanip>
#include <cmath>
using namespace std;
int main()
{
    double
                       // variable definition
        principal, // the base amount in the account interest, // the calculated
        interestRate, // the rate of interest is stored here
                      // the calculated amount of total interest
        total;
                    // a calculated total adding the interest and
principal
    int compound; // the amount of times the interest is
compounding
```

```
// Ask for input
    cout << "Hello there, let's calculate the amount of interest</pre>
you've earned."
         << endl
         << "Ok, first, let's input what your bank's interest rate
is in %:\n"
         << endl;
    // Store the user input interest rate
    cin >> interestRate;
    // ask for more input
    cout << "\n"
         << "Thanks. We'll need a couple more things, so enter them</pre>
one after\n"
         << "another in the order that they are mentioned. The
amount\n"
         << "of times the interest has compounded, and second, the
principal:\n"
         << endl:
    // Store more information in variables
    cin >> compound >> principal;
    // Calculations
    interestRate = interestRate / 100;
    interest = principal * (pow((1 + interestRate / compound),
compound)) - principal;
    total = principal + interest;
    // Display information
    cout << "\nInterest rate:" // interest rate</pre>
         << right << setw(17) << interestRate * 100 << "%";
    cout << "\nTimes compounded:" // compound</pre>
         << right << setw(15) << compound;
    cout << "\nPrincipal:"</pre>
                                    // principal
         << setprecision(2) << fixed
         << right << setw(15) << "$" << principal;
```

2. Monthly Payments

The monthly payment on a loan may be calculated by the following formula:

```
Rate * (1 + Rate)N Payment = ((1 + Rate)N - 1) *L
```

Rate is the monthly interest rate, which is annual interest rate divided by 12. (12% annual interest would be 1 percent monthly interest) N is the number of payments, and L is the amount of the loan. Write a program that asks for these values and displays a report similar to:

```
Loan Amount: $ 10000.00

Monthly Interest Rate: 1%

Number of Payments: 36

Monthly Payment: $ 332.14

Amount Paid Back: $ 11957.15

Interest Paid: $ 1957.15
```

Answer:

```
#include <iostream>
#include <iomanip>
```

```
#include <cmath>
using namespace std;
int main()
    double
                      // define variables
        interestRate, // monthly interest rate
        loanAmount,
                      // the amount of the loan
        monthlyBalance, // the amount to be paid each month
                       // the total paid including interest
        total,
        interestPaid; // the interest totaled
    int numPayments; // the number of payments
    // begin user introduction and data collection
    cout << "Hi, we're going to calculate your monthly payments for
a loan.\n"
         << "Enter the following information using only numbers or</pre>
decimals.\n"
         << "Loan Amount: ";  // Ask for loan amount</pre>
    cin >> loanAmount;
                                        // Store the loan amount
    cout << "Annual Interest Rate %: "; // Ask for the interest</pre>
rate
    cin >> interestRate;
                               // Store the user input
interest rate
    cout << "Number of Payments: "; // Ask for the number of</pre>
payments
    cin >> numPayments;
                                       // Store the number of
payments
    // Calculations
    interestRate /= 100; // convert annual interest rate to decimal
form
        // calculate total interest
    interestPaid = loanAmount * (pow((1 + interestRate /
numPayments), numPayments)) - loanAmount;
    total = loanAmount + interestPaid; // calculate total of loan
and interest
    interestRate /= 12;
                                  // convert interest rate from to
```

```
monthly rate
    // intermission...
    double // split monthly balance equation into variables for
readability
        monthBalanceEquationOne = interestRate * pow((1 +
interestRate), numPayments),
        monthBalanceEquationTwo = pow((1 + interestRate),
numPayments) - 1;
    // ...continue Calculations
    monthlyBalance = monthBalanceEquationOne /
monthBalanceEquationTwo * loanAmount;
    // Display information
    cout << "\nLoan Amount:"</pre>
                                       // Loan amount
         << setprecision(2) << fixed
         << right << setw(15)
         << "$" << loanAmount
         << "\nMonthly Interest Rate:" // Monthly interest rate</pre>
         << right << setw(12)
         << interestRate * 100 << "%"
         << "\nNumber of payments:" // Number of payments</pre>
         << right << setw(16)
         << numPayments
         << "\nMonthly Payment:"
                                       // Monthly payment
         << right << setw(13)
         << "$" << monthlyBalance
         << "\nAmount Paid Back:"
                                       // Total to be paid
         << right << setw(10)
         << "$" << total
         << "\nInterest paid:"
                                       // Interest paid
         << right << setw(14)
```

```
<< "$" << interestPaid;

return 0;
}</pre>
```

3. Word Game

Write a program that plays game with the user. The program should display the following story, inserting the user's input into the appropriate locations:

- His or her name
- His or her age
- The name of the city
- The name of the college
- A profession
- A type of animal
- A pet's name

After the user has entered these items, the program should display the following story, inserting the user's input into the appropriate locations:

There once was a person named NAME who lived in CITY. At the age of AGE, NAME went to college at COLLEGE. NAME graduated and went to work as a PROFESSOR. Then, NAME adopted a(n) ANIMAL named PETNAME. They both lived happily ever after!

Answer:

```
#include <iostream>
#include <string>
int main()
{
```

```
string
        name, // stores the user's name
                  // stores the user's age
        age,
        city,
                   // stores the name of a city
        college,
                    // stores the name of a college
        profession, // stores a profession
        animal,
                    // stores a type of animal
        pet;
                    // stores a pet's name
    // Get information from user input
    cout << "What's you're name?\n"; // ask</pre>
    getline(cin, name);
                                      // get
    cout << "How about your age?\n";</pre>
    getline(cin, age);
    cout << "Yep, you guessed it, location?\n";</pre>
    getline(cin, city);
    cout << "Name a college.\n";</pre>
    getline(cin, college);
    cout << "Now, a profession.\n";</pre>
    getline(cin, profession);
    cout << "What about an animal?\n";</pre>
    getline(cin, animal);
    cout << "Lastly, a pet name.\n";</pre>
    getline(cin, pet);
    cout << endl; // add some space</pre>
    // Display the user's story
    cout << "There once was a person named " << name << " who lived</pre>
in "
         << city << ".\nAt the age of " << age << ", " << name
         << " went to college at " << college << ".\n" << name
         << " graduated and went to work as a " << profession <<</pre>
".\nThen, "
         << name << " adopted a(n) " << animal << " named " << pet
         << ".\nThey both lived happily ever after!";
    // Exit the dialog
    return 0;
```