SAMPLE PROLOGUE

PROLOGUE SAMPLE

/ *****	*****	prologue	******	****/
/ *				*/
/ *	University of Ca	alifornia Extensio	n, Santa Cruz	*/
/ *				*/
/ *	Advanced	C Programming		*/
/ *				*/
/*	Instructor: Raja	inder A. Yeldand	i	*/
/ *				*/
/ *	Author: Student	Name		*/
/ *				*/
/ *	Assignment Nun	nber: n		*/
/ *				*/
/ *				*/
/ *	Topic: Chapter o	or topic name (like	: Binary Trees)	*/
/ *				*/
*	file name: <i>name</i>	of the file		*/
*				*/
/*	Date: Date of the	e program		*/
*				*/
*	Objective: Write	e the purpose of th	e program.	*/
*				*/
/ *	Comments: Write	te your comments	or questions in re	d */

PROGRAM E	<u>LEMENTS:</u>	*/
pro	eprocessor directives	*/
		*/
		*/
fur	nction prototypes	*/
		*/
		*/
Gle	obal definitions	*/
		*/
		*/
co	mments above the functions	*/
		*/
		*/
		*/
co	mments above each	*/
ma	ajor block of code	*/
		*/
		*/
		*/
		*/
******	********	*****/

PROLOGUE

FOR ALL ASSIGNMENTS

- Attach a *prologue* for all assignments as part of the source code.
- Use sample *prologue* sheet in the course material, customize it for every assignment.
- *Prologue* makes it easy to separate assignments for grading purpose.
- Submit source code as .c or .cpp type, the input file and the output. Do not submit .zip files.

EXERCISE 2

AFTER CHAPTER - 3, CHAPTER - 4 AND CHAPTER -5

LOOPS

PROBLEM

Read one student scores from different exams as input from standard input, the scores are as follows:

Scores: 91, 92, 85, 68, 87, 75, 89, 97, 79, 65, 88, 72, 81, 94, 90

Print the average, maximum and minimum of all inputs received. Print each of the input as it is read one by one. Do not call any functions and do not use any arrays.

DELIVERABLES

Write the prolog and fill up all information for this exercise as given in the sample. Submit the source code, input and the output. The program is expected to be well commented. Place your program as soft copy on assigned shared drive for students of this course.

DUE DATES

Assignments are due on the following week after completing the chapter discussion.