3460:209 Assignment 6-A

# **Assignment 6-A: Line Numbers**

**Overview**

The purpose of this assignment is to make sure that you know how to write a program that uses files and file processing. The program also contains functions and does input, output, flow of control and/or calculations.

**PROGRAM SPECIFICATION**

Write a program that asks the user for the name of a file. The program should display the contents of the file on the screen. Each line of screen output should be preceded with a line number, followed by a colon. The line numbering should start at 1.

Here is an example:

1: George Rolland

2: 127 Academy Street

3: Brasstown, NC 28706

After printing 24 lines of output, your program should pause and ask the user to *press any key to continue*, and then resume displaying the contents on the screen. This should continue for the next 24 lines or until the end of the file is reached. Make certain the count remains the same, as an example:

1: Henry Tullyson

2: 32 Main Street

3: Peninsula, IA 58493

Make sure that your programs follow good documentation standards and follow the requirements for assignments. Reference the rubric standards on Brightspace. Note functions and data validation are now required. Do not use using namespace std;.

Submission Instructions – for programming solutions

On Brightspace, go to the matching Assignments for the **ASSGN@-#**, where @ is the chapter and # is the number or character of the problem assigned (eg., 5-11 for chapter 5, problem 11), and submit the program (cpp) and any (hpp) files.

*Last updated 5.22.2016 by Will Crissey.*

*Be aware that programming falls under all of the rules of plagiarism. Be careful when using any coding found in the outside world that is not your own. Any evidence of plagiarism is subject to sanctions like forfeits, suspension, and even ejection, as determined by the Department of Student Conduct and Community Standards.*