CIS121

Doug Strouth

Assignment 5

1a)

There is no output from this because the if statement is found to be false and does not print. This is because n does not equal 3.

b)

“Hello” is printed because the assignment operator looks at the value 3, which being greater than 0 evaluates as true, and the current number assigned to n, 7, which would also be true since it too is greater than 0, and prints the statement.

2)

The result is 9. This is because the function f is never told to return i and because we call the parameters by their value whatever we define int i as becomes its value in the function. If f(value) is called without assigning 9 as its value, the cout is 0. The f function will only return 57 if we assign that value to value.

**C++ Program**

#include <iostream>

using namespace std;

void if\_grade(int score){

if (score==9 or score==10)

cout<<"The grade is an A"<<endl;

else if (score==8)

cout<<"The grade is a B"<<endl;

else if (score==7)

cout<<"The grade is a B-"<<endl;

else if(score==6)

cout<<"The grade is a C+"<<endl;

else if(score==5)

cout<<"The grade is a C"<<endl;

else if (score==4)

cout<<"The grade is a D+"<<endl;

else if (score<4 and score>=0)

cout<<"The grade is an F"<<endl;

else

cout<<"That is not a valid score"<<endl;

}

void switch\_grade (int score)

{switch(score) {

case 10:

cout<<"The grade is an A"<<endl;

break;

case 9:

cout<< "The grade is an A" <<endl;

break;

case 8:

cout<<"The grade is a B"<<endl;

break;

case 7:

cout<<"The grade is a B-"<<endl;

break;

case 6:

cout<<"The grade is a C+"<<endl;

break;

case 5:

cout<<"The grade is a C"<<endl;

break;

case 4:

cout<<"The grade is a D+"<<endl;

break;

case 3:

cout<<"The grade is an F"<<endl;

break;

case 2:

cout<<"The grade is an F"<<endl;

break;

case 1:

cout<<"The grade is an F"<<endl;

break;

case 0:

cout<< "The grade is an F"<<endl;

break;

default:

cout<<"That is not a valid score"<<endl;

break;

}}

int main() {

int score;

cout<<"Enter the score: ";

cin>>score;

if\_grade(score);

switch\_grade(score);

return 0;

}