CISP 400 - Lab Assignment #3 (part 2)
Due Wednesday, September 19, 2018 at 11:59 PM

This program is much shorter than the first part of the lab, and is intended to illustrate different programming structures.

First, define a struct named additionStruct. It will be containing the data we need to do an addition calculation. It should have two variables of type double, named 'first' and 'second'.

Next, use typedef to turn the struct type additionStruct into 'addition' so that we can just declare variables of type 'addition' rather than 'struct additionStruct'.

Next, write a function named getTwoNumbers that accepts an 'additon' type variable. This variable must be PASSED BY REFERENCE, not passed by value. getTwoNumbers should access this struct and use cin and cout to ask the user for two numbers of type double. These numbers should be stored in the addition variable that has been passed by reference. Remember, since we are using pass by reference, we can change this struct without using a pointer directly.

The main function should declare a variable of type addition named 'calculation' and a variable of type 'double' named result. Do NOT use the 'new' keyword to dynamically allocate calculation.

The main function should use the getTwoNumbers function to fill out the data in the variable named calculation. It should then add the two variables in 'calculation' and put the sum in the variable named 'result.' The program should then print out the result, and exit.

TURN IN:

Turn in the .cpp file you have written by the due date.