CS1428 Lab 1

# Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_   Net ID:

Write your name at the top of this sheet. Answer the following questions and turn in this sheet before the end of class. You may use your instructor’s web materials, your book or an internet resource to answer these questions.

1. Give an example using each of the 5 primitive data types discussed in class.

Type Name Assignment Value

* int myint = 5;

1. Examine the following program.

//This program uses variables and literals.

#include <iostream>

using namespace std;

int main()

{

float super;

double small;

super = 340.0;

small = 2;

cout << “The value of the small number is ” << small << endl;

cout << “The value of the super number is ” << super << endl;

return 0;

}

**Circle all of the variables and literals that appear in the above program. In the case of a literal, label it as numeric or string.**

1. A program that translates high-level languages (source code) into a low-level language (like machine code) is called?
2. Describe the two (2) advantages of using named constants.

* Maintainability:
* Readibility:

1. What would be the exact output of the following program?

#include <iostream>

using namespace std;

int main()

{

double super = 150.345;

int notsuper;

notsuper = super;

cout << notsuper;

return 0;

}

**Go to (cs.txstate.edu/~jaredp) and click on cs1428. Click the Lab01 link to download this week’s .cpp file. Open Eclipse and copy over your old source file with the new one. Make sure you put your name in the comments section at the top of the file.**

1. In this week’s coding assignment you will be adding in named constants, asked for user input using \_\_\_\_, and displaying the game board for minesweeper.

**Sample output:**

This is my Minesweeper game.

Choose one of the options below:

(1) Start Game

(2) View Best Times

(3) Quit

Enter Selection: 2

You selected 2

012345678

0:#########

1:#########

2:#########

3:#########

4:#########

5:#########

6:#########

7:#########

8:#########

Mines left: 10

Create a variable called **choice** to store the user input which will be a number; display the user’s choice.

Also, you will need to create a variable called minesleft and store the constant MINES in it (What data type should minesleft be?).

**Do not** simply cout the numeric literal 10, cout the variable **minesleft** instead.

When you are done, make sure to save, rename the lab **minesweeper1.cpp,** print and upload this week’s lab.