R1.11 – Advantages would be that is a good program to learn for basic programming and that it is very fast. Disadvantages could be that it overly complex for bigger programs.

R1.12 – a) Computer, Local Disk (C:), Users, Jasen, My Documents, Visual Studio 2008, Projects, hello\_Drexel, hello\_Drexel.

b) Computer, Local Disk (C:), Program Files (x86), Microsoft Visual Studio 9.0, VC, ce , crt, src

c) I have done a few comprehensive searches and this file is not on my computer

R2.1 – s = s0 + v0 \* t + 0.5 \* g \* t \* t;

G = 4 \* PI \* PI \* pow(a, 3)/ (P \* P \*(m1 + m2));

FV = PV \* pow((1 + INT / 100), YRS);

c = sqrt(pow(a, 2) + pow(b, 2) - 2 \* a \* b \* cos(gamma));

R2.3 – The problem with this quadratic formula is that there is no paranthesis around the 2\*a. It should be …/(2\*a). As the formula stands, it will divide everything by 2 and then multiply that answer by a

R2.6 – Corrections will be highlighted in yellow.

#include <iostream>

using namespace std;

int main();

{

cout << "Please enter two numbers:";

cin >> x, y;

cout << "The sum of << x << "and" << y << "is: " x + y << "\n";

return 0;

}

R2.7 – Corrections will be highlighted in yellow.

#include <iostream>

using namespace std;

int main()

{

double total; /\* This was done so total can handle decimals

int x1;

cout << "Please enter a number: ";

cin >> x1;

total = x1;

cout << "Please enter another number: ";

int x2;

cin >> x2;

total = total + x2;

double average = total / 2;

cout << "The average of the two numbers is "

<< average << "\n";

return 0;

}