R2.5 – n = static\_cast<int>(x+0.5); simply rounds the x to the nearest whole number.

The values are the same when x gets rounded down, they are different when x gets rounded up. When x is negative the x number will typically be rounded off to the wrong whole number, one number higher than it should be.

R2.13 – a) 6.25

b) 6

c) 12.5

d) it can not take the sqrt(sqrt(n)), I think because it is an int

e) 3

f) it does not like adding two uninitialized variables together

g) it does not like adding two uninitialized variables together

h) -3

Written Problem A –

#include <iostream>

#include <iomanip>

using namespace std;

int main()

{

double number;

double tax;

cout << "enter number: ";

cin >> number;

tax = (0.06\*number);

cout << fixed << setprecision(2) << tax << endl;

return 0;

}