3460:209 Assignment 1-A

# **Assignment 1-A: Syntax Errors**

**Overview**

The purpose of this assignment is to make sure that you know how to write a program that does basic output.

**PROGRAM SPECIFICATION**

For the assignment, we will write a program to produce a catalog of typical syntax errors and error messages that will be encountered by a beginner, and to continue acquainting you with the programming environment. This exercise should leave you with a knowledge of what error to look for when given any of a number of common error messages.

Download from the Unit1, Chapter 1 content the file ASSGN1-A for this exercise.

Deliberately introduce errors to the program, compile, record the error and the error message, fix the error, compile again (to be sure you have the program corrected), then introduce another error. Keep your catalog of errors in notepad, word, or another text type of document. Add program errors and messages to it as you continue through this exercise. The sequence of errors to introduce is:

a. Put an extra space between the < and the iostream file name.

b. Omit one of the < or > symbols in the include directive.

c. Omit the int from int main().

d. Omit or misspell the word main.

e. Omit one of the (), then omit both the ().

f. Continue in this fashion, deliberately misspelling identifiers (cout, endl, and so on).

g. Omit one or more of the << in a cout statement.

h. Omit one or more of the std:: in a cout statement.

i. Omit or comment out (use // in front of it) the using std::endl; statement.

j. Leave off the ending curly brace }.

One easy way to perform this assignment might be to run the program (after introducing the error), and then cut and paste the output into your notepad file. Return to the program, hit CTRL-Z (this will reset the code to back before you changed it), and then repeat by introducing the next error, build/compile/run, cut and paste (from the build log, found in the *Logs & others* window). Repeat…

Submission Instructions – for programming solutions

On Brightspace, go to the matching Assignments for the **ASSGN@-#**, where @ is the chapter and # is the number or character of the problem assigned (eg., 5-A for chapter 5, problem A), and submit your text file with your log (the error and the error message) of the errors.

*Last updated 5.22.2016 by Will Crissey.*