

Index

Note: Page numbers in **boldface** indicate where key terms are defined.

A

`accelerate()` method, 186–188, 190, 192
accumulator, 87
actual parameters, **143**
`add()` function, 168
addition operator (+), 19, 21
`ADDRESS_LINE1` constant, 144
`ADDRESS_LINE2` constant, 144
`ADDRESS_LINE3` constant, 144
address operator (&), 163, 165
`age` variable, 163
algorithms, **126**
aliases, **161**
All apps button, 7
All Programs, Accessories,
 Notepad command, 7
All Programs, Accessories, Visual
 Studio 2012 Express,
 Developer Command
 Prompt for VS2012
 command, 7
`amount` formal parameter, 151
ampersand operator (&), 161
AND logic, 63
AND operator (&&), 45–46, 47, 63
`AnswerSheet.cpp` file, 85
Answer Sheet program, 85
`answer` variable, 20, 90
arguments, **143**, 159–167
 changing value of, 162
 pass by address, 162–167
 pass by reference, 161–162
arithmetic operators, **18–19**
arrays, **94**
 accessing elements, 97

assigning values to elements, 96–97
bubble sort, 128–134
constants, 128
counting elements in, 132
data types, 94
declaring, **94–96**
`double` data type, 95
elements, 94
as formal parameter, 158
garbage values, **96**, 98
initializing, 96–97
`int` data type, 94
memory allocation, 94–95
multidimensional, 135–138
named constants, 98
naming, 94
one-dimensional, **135**
parallel, 103–106
passing array and array
 element to, 156–159
passing by value, 157
passing to functions, 156–159
primitive data types, 95
printing out values, 158
relationship between elements, 103–106
searching for exact match, 100–102
single-dimensional, **135**
sorting records, 126
square brackets ([]), 94
staying within bounds, 98
storing data, 132
`string` objects, 94, 95
subscripts, **94**, 97–98, 133
two-dimensional, **135–138**

B

`balance` variable, 143, 150–151
`bal` variable, 170
base class, **184**
`BEDROOMS` constant, 136
behaviors, 3
block statements, 51, 72–73, 80
`bool` data type, 13, 101–102
Boolean comparison, **72**
Boolean operators, **44**
 logical operators, **45–46**
 relational operators, **44–45**
true or false values, 44

branching statements, 50
See also decision statements
break statement, 60–61
bubble sort, 128–134
built-in functions, 172–173

C

calculatedAnswer variable, 31–32
calculateWeeklyPay() method, 179
calling methods, 3
camel case, **13**
case keyword, 60
case sensitivity, 12, **49**
cd command, 7
C++ development cycle
compiling C++ programs, 7–8
executing C++ program, 8–9
writing source code, 6–7
Celsius temperature: string, 25
celsius variable, 24–25
characters, 13–14
char data type, 13
cin object, 25
cin statement, 88
cities array, 94, 97
memory allocation, 95–96
cityPopulations array, 94, 97
memory allocation, 95
classes, **3–4**
associating methods with, 179
base class, **184**
custom, **176**
derived classes, **184**
inheritance, **184**, 188
instances, **3**
programmer-defined, **176–182**
reusing, 184–192
class keyword, 178, 189
classRank variable, 33
cl compiler, 7–9, 25
Client By State program,
117–121
City field, 117
comments, 119
main() function, 119–120
Name field, 117
State field, 117
client.dat file, 120
close() method, 113

code
polymorphic, **169**
reusing, 4
COLUMN_HEADING constant, 36–37
Command Prompt window, 7–8
comments, **23**
multiline (*/* */*), 24
single-line (*//*), 24
comparing strings, 48–50
comparisons variable, 132–133
compiling C++ programs, 7–8
computeTax() function,
149–151
Compute Tax program, 149–151
constants, **17**
array size, 128
global, 35
local, 35, 37–38
named, **17**
naming, 17, 37, 98
numeric, **17**
string, **17**
unnamed, **17**
const keyword, 17
constructors, **181**
controlBreak() function, 120
control break logic, 116–121
convertibleStatus data
member, 190–191
convertible variable, 191–192
counters, 87
controlling loops, 74–75
counter variable, 15, 83
count variable, 75, 80–81,
120–121
cout statement, 5, 25, 88, 154,
164, 187–189, 192
.cpp extension, 7
C programming language, 2
C++ programming language, 2
case sensitivity, 12, **49**
data types, **13–14**
C++ programs
See also programs
compiling, 7–8
executing, 8–9
structure, 4–6
currentSpeed attribute, 186, 190
custom classes, **176**
customerAge variable, 51
Customer Bill program, 142–144

D

data
encapsulated, 3, **176**
fields, **110**
hierarchy, 110
records, **110**
user input, 24–25, 31
data_in object, 110–112
data_out object, 112–113
data types, **13**
arrays, 94
pointer variables, 163
variables, 13–14
decimal numbers, number of
places after decimal point,
172–173
decision statements, 50
dual-alternative, 54–55
dual-path, 54–55
if else statements, 54–55
if statements, 50–52
AND logic, 63
multipath, 57–58, 60–61
multiple comparisons, 63–64
nesting if statements, 57–58
OR logic, 64
single-path, **50–52**
switch statements, 60–61
declaring
arrays, **94–96**
functions, 143
pointer variables, 163
variables, 12, **14–15**
decrement operator (--)
postfix form, **70–71**, 73
prefix form, **70–71**, 73
deduct variable, 36, 78
default constructor, **181**
default keyword, 60
definite loops, **80**
dentalPlan variable, 63–64
dentPlan object, 52
deptName variable, 61
deptNum variable, 61
dereferencing pointers, **165**
derived classes, **184**
declaring methods, 190
defining, 185–191
methods overriding inherited
methods, **190**
in programs, 191–192

- d**
- `detailLoop()` module, 38–39
 - detail loop tasks, **35**
 - Developer Command Prompt for VS2012 command, 7
 - `didSwap` variable, 132–133
 - `dir` command, **8**, 9
 - directory listing, 8
 - `displayArray()` function, 133–134
 - division, floating-point, 25
 - division operator (/), 19, 21
 - documenting source code, 23–24
 - `done` variable, 120
 - `double` amount formal parameter, 150
 - `double amt` parameter, 162
 - `double` data type, 13–15, 17, 25, 97, 154, 172
 - arrays, 95
 - `double` keyword, 154
 - `double& new_sal` parameter, 162
 - `do until` loops, 82
 - `do while` loops, 82–83
 - dual-alternative decision statements, 54–55
 - dual-path decision statements, 54–55
 - dynamic memory allocation, **95**–**96**
- E**
- elements
 - accessing, 97
 - arrays, 94
 - counting, 132
 - garbage values, **96**
 - passing to functions, 156–159
 - `else` keyword, 54–55, 57
 - `empDept` variable, 57–58
 - `Employee` class
 - adding attributes, 178
 - creation, 176–178
 - get methods, **180**
 - methods, 179–182
 - private section, 179
 - public section, **179**
 - set methods, **179**
 - `Employee.cpp` file, 181
 - empty string (""), 96
 - encapsulated, **176**
 - encapsulating data and tasks, **3**
- F**
- `Fahrenheit` temperature:
 - string, 25
 - `fahrenheit` variable, 24–25
 - fields, **110**
 - `fileIOTest.cpp` file, 113
 - files
 - input, 110
 - naming, 7
 - object code, 7
 - opening for reading, 110–111
 - opening for writing, 112–113
 - output, 110
 - reading data, 111–112
 - saving, 7
 - sequential, **116**–**121**
 - writing data to, 113–114
 - `fillArray()` function, 132
 - `finishUp()` function, 121
 - `firstName` variable, 13, 111, 113, 143
 - `flag` variable, 128
 - `float` data type, 13
 - floating-point division, 25
 - floating point numbers, number of places after decimal point, 172–173
 - floating-point values, 13
 - `FLOORS` constant, 136
 - flowcharts, 30–34
 - flow of control, **50**
 - `fn` variable, 13
 - `for` loops, 80–81, 88
 - formal parameters, **144**
 - arrays as, 158
 - `foundIt` variable, 101–102
 - `freshmanStudentFirstName` variable, 13
 - `fstream` class, 110
 - `fuelCapacity` attribute, 186, 190
 - function declaration, **143**
 - function prototype, **143**
 - functions, **5**
 - actual parameters, **143**
 - arguments, **143**, 159–167
 - braces ({}) and, 5
 - built-in, 172–173
 - declaring, 143
 - encapsulated, **176**
 - formal parameters, **144**
 - headers, **5**, **143**–**144**
 - local constants, 35
 - local variables, **35**
 - manipulators, **172**–**173**
 - multiple-parameter, 149–151
 - multiple versions with same name, 168–171
 - overloading, **168**–**171**
 - pass by address, **161**
 - pass by reference, **161**
 - passing argument by value, **147**
 - polymorphic, 169
 - return type, **152**
 - signature, **169**
 - single-parameter, 145–147
 - value-returning, 5, 152–154
 - without parameters, 142–144

G

 - garbage values, 87, **96**, 98
 - `getConvertibleStatus()` method, 190–192
 - `getFuelCapacity()` method, 186, 190
 - `getHourlyWage()` method, 180

`getHoursWorked()` function, 152–154
`getLastname()` method, 180
`getMaxSpeed()` method, 186, 190
`get` methods, 180, 186
`getReady()` function, 120
`getSpeed()` method, 186, 188, 190–192
`getWeeklyPay()` method, 180–181
global constants, 35
global variables, 35, 37
`GoKart` class, 184
`grades` array, 103–104
greater than operator (`>`), 44–45
greater than or equal to operator (`>=`), 44–45
`grossPay` variable, 52, 55
`gross` variable, 36, 78, 153–154

H

header files, 4, 181
headers, 5, 143–144
HelloWorld command, 8
`HelloWorld.cpp` file, 7–9
`HelloWorld.exe` file, 8–9
`HelloWorld.obj` file, 8–9
Hello World program, 4–6, 8
HIGH constant, 181–182
high-level programming languages, 2
`hourlyWage` attribute, 178–182
`HOURS_IN_WEEK` constant, 54–55
`hours` variable, 153–154
`hoursWorked` variable, 55
`housekeeping()` function, 37–38
`housekeeping()` method, 77
`housekeeping()` module, 37–38
housekeeping tasks, 35

I

`if else` statements, 54–55
`if` keyword, 50, 54
`if` statements, 50–52, 101, 120, 147, 186, 190
less than operator (`<`), 51
nesting, 57–58
parentheses () and, 50–51
syntax, 50
testing string objects for equality, 52

`ifstream` class, 110–111, 111
`#include` preprocessor directive, 4, 33, 37, 143, 178, 181, 187, 189
`increase()` function, 161–162
`IncreaseSalary.cpp` file, 161–162
increment operator (`++`)
postfix form, 70–71, 73
prefix form, 70–71
indirection operator (`*`), 163–166
infinite loops, 72, 75
inheritance, 184, 188
`Automobile` class, 190
initialization operator (`=`), 20
initializing
arrays, 96–97
variables, 15
input, validating with loops, 89–90
input classes, 110
`inputFile.dat` file, 111
input files, 110–111
input operator (`>>`), 25
insertion operator (`<<`), 5, 113
instances, 3, 4
instantiation, 3, 4
`int` data type, 13–15, 17, 19
arrays, 94
integers, 5–6, 13
interactive input statements, 24
`int` keyword, 5, 6
invoking methods, 179
`iostream` header file, 4, 181

K

keyboard, 25
EOF character, 112
keywords, 5, 12

L

`lastName` attribute, 178–181
`lastName` variable, 111, 113, 143
LENGTH constant, 157
less than operator (`<`), 44–45, 98
`if` statements, 51
less than or equal to operator (`<=`), 44–45, 98
local constants, 35, 37–38
local variables, 35, 37–38, 142
logical operators, 45–46
precedence and associativity, 46–48

logic error, 51–52, 72
loop body, 72–73
accumulator, 87
counter, 87
loop control variable, 72, 78, 85
loopIndex variable, 97–98
loops
accessing array elements, 98
accumulating totals, 87–88
assigning values to array elements, 96–97
braces ({}), 32, 33, 81
counter-controlled, 74–75, 81
decrement operator (`--`), 70
definite, 80
`do until` loops, 82
`do while` loops, 82–83
Increment operator (`++`), 70
infinite, 72, 75
loop body, 72–73
loop control variable, 72, 85
`for` loops, 80–81
nesting, 84–85
priming read, 31, 77
reading data, 112
sentinel values, 72, 76–78
sequential statements, 32
validating input, 89–90
`while` loops, 72–74
LOW constant, 181
low-level programming languages, 2
lvalue, 70–71

M

`MailOrder2.cpp` file, 104
Mail Order program, 100–102
Mail Order 2 program, 104–106
`main()` function, 5–6, 31, 35, 37–38, 119–120, 131–132, 143, 147, 153, 157–159, 162, 166, 181, 187
`main()` module, 35
manipulators, 172–173
`maxSpeed` attribute, 186, 190
MAX_STUDENTS constant, 17
`medicalPlan` variable, 63–64
memory allocation
arrays, 94–95
`cities` array, 95–96
`cityPopulations` array, 95

- dynamic, 95–96
string objects, 95
- methods**, 3
 associating with class, 179
 calling, 3
 constructors, 181
 derived classes, 190
Employee class, 179–182
 encapsulated, 176
 invoking, 179
 nonstatic, 179
 overriding inherited methods, 190
 programmer-defined classes, 179–182
 public, 180
 set methods, 179
 modular programs, 35–40
 modulus operator (%), 19, 21, 147
Motorcycle class, 184
 multidimensional arrays, 135–138
 multiline block /* */ comments, 24
 multipath decision statements, 57–58, 60–61
 multiple comparisons, 63–64
 multiple-parameter functions, 149–151
 multiplication operator (*), 19, 21, 163
myAge variable, 13
MyAutomobileClassProgram.cpp file, 191–192
MyEmployeeClassProgram, 180–182
MyEmployeeClassProgram.cpp file, 182
myGardener object, 181
My Program folder, 7
myRent variable, 136
MyVehicleClassProgram.cpp file, 187–188
- N**
- nameAndAddress()** function, 143–144, 152
name argument, 179
 named constants, 17
 arrays, 98
 namespaces, 4–5
name variable, 36, 38, 78
 naming conventions, 13
- nesting
 if statements, 57–58
 loops, 84–85
net variable, 36, 78
 newline, 5–6
newNum variable, 159
new_salary argument, 162
newSalary variable, 113
new_salary variable, 162
 nonstatic methods, 179
Notepad, 7
 not equal to operator (!=), 44–45
 NOT operator (!), 45–46, 112
 null statement (;), 51–52, 72
NumberDouble.cpp file, 31
 Number-Doubling program, 31–34
 body of loop, 32–33
 flowchart and pseudocode, 30
 input and output, 33
 main() function, 31
 starting, 31
numberOfElts variable, 132
number parameter, 147
numbers array, 98–99
number variable, 70, 80–81, 146–147
number1 variable, 44–47
number2 variable, 44–47
num data type, 14, 31
 numeric constants, 17
num loop control variable, 73–74
NUM_LOOPS constant, 81
numStudents variable, 88
num variable, 163–164
num1 variable, 19–20, 166
num2 variable, 19–20, 166
- O**
- object code, 7–8
 object-oriented programming, 176
 object-oriented programming languages, 2–3
 object-oriented programs, 3
 object-oriented terminology, 2–4
 objects, 3
 .obj extension, 7–8
ofstream class, 110, 112–113
oldState variable, 120
 one-dimensional arrays, 135
 opening files for reading, 110–111
- open()** method, 111–113
 operators, 18
 arithmetic operators, 18–19
 assignment operators, 19–20
 assignment statement, 19–20
 Boolean operators, 44–48
 logical operators, 45–46
 precedence and associativity, 20–21
 relational operators, 44–45
originalNumber variable, 31–32
 OR logic, 64
 OR operator (||), 45–47, 64
 output classes, 110
outputFile.dat file, 113
 output files, 110
 writing data to, 112–114
 output operator (<<), 5
Overloaded.cpp file, 171
 overloading functions, 168–171
 signature, 169
OVERTIME_RATE OVE constant, 54–55
overtime variable, 55
- P**
- parallel arrays, 103–106
 subscripts, 104
 parentheses () precedence and associativity, 21
partCounter variable, 85
 pass by address, 161, 162–167
PassByAddress.cpp file, 167
 pass by reference, 161–162
 Pass Entire Array program, 156
 main() function, 157–159
 quadrupleTheValues() function, 157–159
 passing argument by value, 147
 passing by value, 157
PAY_RATE constant, 153
PayrollReport.cpp file, 37
 Payroll Report program
 detailLoop() module, 38–39
 endOfJob() module, 39–40
 flowchart, 36–40
 housekeeping() module, 37–38
 main() function, 37
 sentinel values to control while loop, 76–78

- pCnt** parameter, 162
PointerPractice.cpp file, 165
pointers, **162–163**
 - address operator (`&`), 163
 - dereferencing, **165****pointer variables**, 163–164
polymorphic code, **169**
polymorphic functions, 169
postfix form, **70–71**, 73
precedence, **20–21**
Precision.cpp file, 173
prefix form, **70–71**, 73
preprocessor, **4**
preprocessor directives, **4–5**
price variable, 104
priming loops, 31
priming read, 31, 77, 120
primitive data types, **13**
 - arrays, 95**printBill()** function, 169–171
private keyword, **178–179**
private section, **178–179**
procedural programming, **2–3**, 176
procedural programs, **2–3**
 - declaring variables and constants, 35
 - detail loop tasks, **35**
 - end-of-job tasks, **35**
 - housekeeping tasks, **35**
 - users, **3****produceReport()** function, 120
programmer-defined classes, **176**
 - adding attributes, 178
 - creation, 176–178
 - get methods, **180**
 - methods, 179–182
 - private section, **178**
 - public section, **179****programming languages**, **2–3**
programs
 - comments, **23–24**
 - compiling, 7–8
 - derived classes, 191–192
 - executing, 8–9
 - flowcharts, 30–34
 - flow of control, **50**
 - logic error, **51–52**
 - main()** module, 35
 - modular, 35–40
 - object-oriented, **3****procedural**, **2–3**
pseudocode, 30–34
single-level control break, **116**
structure, 4–6
prompt, **24**, 25
pseudocode, 30–34
ptr_age variable, 163
ptr_num variable, 164
public derivation, **189–190**
public keyword, 189
public methods, 180
public section, **179**
- Q**
- quadrupleTheValues()** function, 157–159
questionCounter variable, 85
QUIT constant, 36, 39, 78, 132
- R**
- raise** argument, 162
raise variable, 162
RATE constant, 36
rate formal parameter, 150–151
rate variable, 150–151
reading data
 - from input files, 111
 - with loops and EOF (end of file), 112**reading files**, 110–111
records, **110**
 - sorting, 126**relational operators**, **44–45**
 - comparing string objects, 48–50
 - precedence and associativity, 46–48**rent** array, 136–138
REPORT_HEADING constant, 36–37
return 0; statement, 33
return statement, 154
return type, **152**
reusing classes, 184–192
reusing code, 4
Ritchie, Dennis, 2
- S**
- salary** argument, 162
salary variable, 111, 113, 162
salePrice variable, 13
- scope resolution operator (::)**, **179**
scores array, 131–134
Score Sorting program, 128–130
 - displayArray()** function, 132–134
 - fillArray()** function, 132
 - main()** function, 131–132
 - sortArray()** function, 132–133**score2** variable, 126
search algorithms, 126
searching arrays for exact match, 100–102
sentinel values, **72**, 76–78, 146
sequences, **23**
 - interactive input statements, **24****sequential files**, **116–121**
sequential statements, **23–24**
 - loops, 32**setConvertibleStatus()**
 - method, 190–192**setFuelCapacity()** method, 186, 190
setHourlyWage() method, 179, 182
setLastName() method, 179
setMaxSpeed() method, 186–187, 190, 192
set methods, **179**, 186
setprecision() function, 172–173
setSpeed() method, 186–187, 190–192
signature, **169**, 190
simple statements, 51
single alternative statements, 50
single-dimensional arrays, **135**
single-level control break
 - programs, **116****single-line comments (//)**, 24
single-parameter functions, 145–147
single-path decision statements, 50–52
single-sided statements, 50
SIZE constant, 131–132
someNums array, 157, 159
sortArray() function, 132–133
sorting
 - bubble sort, 128–134
 - records, 126

- s**ource array, 97
source code, 7
 compiling, 7
 documenting, 23–24
 writing, 6–7
source code files, 7
 syntax errors, 8
Standard C++ library, 5
standard input device, 25
Start button, 7
Start screen, 7
state control break variable, 117, 120
statements
 block, 51
 ending with semicolon (;), 5
 executing, 2
 interactive input statements, 24
 sequential statements, 23
 simple, 51
std namespace, 4–5
string constants, 5, 17
 comparing to string objects, 48–49
string objects, 14, 37
 arrays, 94, 95
 ASCII values of characters in, 49
 comparing, 48–50
 comparing to string constants, 48–49
 dynamic memory allocation, 95–96
 memory allocation, 95
 testing for equality, 52
strings, 14
 comparing, 48–50
 empty (""), 96
string variables, 15, 17
Stroustrup, Bjarne, 2
stuCount variable, 88
stuID array, 103–104
subscripts, 94, 97–98, 133
 parallel arrays, 104
subtraction operator (-), 19, 21
supervisorName variable, 57–58
swap() function, 133, 166
swapping values, 126–127
switch keyword, 60
switch statements, 60–61
syntax, 50
syntax errors, 8
- T**
target array, 97
tasks, objects encapsulating, 3
TaxiCab class, 184
Temperature.cpp file, 24–25
temp variable, 132, 166
TestAverage.cpp file, 88
Te~~st~~ing folder, 7
testScore variable, 88
testTotal accumulator, 88
testTotal variable, 87
test1 variable, 21
test2 variable, 21
text editors, 7
tripleTheNumber() function, 159
true or false variables, 13
two-dimensional arrays, 135–138
- U**
unary minus operator (-), 19, 21
unary plus operator (+), 19, 21
unamed constants, 17
users, 3
 data input, 24–25, 31
using statement, 178, 187, 189
- V**
VALID_ITEMS array, 104
VALID_PRICES array, 104
va11 parameter, 166
va12 parameter, 166
value-returning functions, 5, 152–154
values
 relationship between, 44–45
 swapping, 126–127
value variable, 15
variable declaration, 14–15
variables, 12–14
 aliases, 161
 assigning initial value to, 15, 20
 camel case, 13
 characters, 13, 14
 data types, 13–14
 declaring, 12, 14–15
 global, 35, 37
 initializing, 15
- i**invalid names, 12
local, 35, 37–38, 142
memory address, 15
naming, 12–13
numeric values, 13–14
pass by address, 161, 162–167
pass by reference, 161
swapping values, 126–127
true or false, 13
values stored in, 12
Vehicle class, 184–187, 189–190
 as base class, 188
Vehicle.cpp file, 189
vehicleOne object, 187–188
void keyword, 143–144, 147, 152, 179
- W**
wage argument, 179
weeklyPay attribute, 178, 180
while loops, 32, 38–39, 72–74, 90, 112, 120, 132–134, 146–147, 157–158
 counter-controlled, 74–75
 loop body, 32–33
 sentinel values, 76–78
whole numbers, 13
Windows 7
 opening Command Prompt window, 7
 starting Notepad, 7
Windows 8
 opening Command Prompt window, 7
 starting Notepad, 7
workHours variable, 154
WORK_WEEK_HOURS constant, 179
writing
 to files, 112–113
 source code, 6–7
- X**
x variable, 132–133, 157
- Y**
Y string constant, 52
- Z**
zero (0) indicating end of input, 32

