

# Lab 10

Course: CSE 165

Section: 02L & 03L

Due: Sunday, December 5, at 11:59 pm

All the exercises below are selected from the textbook: Thinking in C++ (volume 2).

1. [Exercise 1 on Page 62] Sometimes the input from a file stream contains a two-character sequence to represent a newline. These two characters (0x0a 0x0d) produce extra blank lines when the stream is printed to standard out. Write a program that finds the character 0x0d (ASCII carriage return) and deletes it from the string. [\[20 pts\]](#)
2. [Exercise 2 on Page 260] Create a kind of “hangman” game. Create a class that contains a char and a bool to indicate whether that char has been guessed yet. Randomly select a word from a file, and read it into a vector of your new type. Repeatedly ask the user for a character guess, and after each guess display the characters in the word that have been guessed, and underscores for the characters that haven’t. Allow a way for the user to guess the whole word. Decrement a value for each guess, and if the user can get the whole word before the value goes to zero, they win. [\[45 pts\]](#)
3. [Exercise 10 on Page 260] Use a `stack<int>` and build a Fibonacci sequence on the stack. The program’s command line should take the number of Fibonacci elements desired, and you should have a loop that looks at the last two elements on the stack and pushes a new one for every pass through the loop. [\[35 pts\]](#)

## Requirements:

- \* Usage of spaces, blank lines, indentation, and comments for readability.
- \* Descriptive names of variables, functions, structs, classes, and objects (if any).
- \* Appropriate usage of structs, classes, and objects (if any).

## Penalties:

- \* 10-point deduction per day late until zero.
- \* Zero if you have possession of a copy of online solutions or work done by someone else.