
CSCI 101, In-Class Activity #5

For your in-class activity this week, I want you to Create a C++ program and use whatever manipulators you need to produce the following output:

```
=====
Mortgage payment:           $1500.00
Car payment:                 650.00
Electric payment:           250.00
Water payment:               75.00
Cable payment:              175.00
Phone payment:              150.00
TOTAL:                       $2800.00
```

Figure A Output of Activity #5

Please notice how everything is nicely aligned on the right. *I did NOT use a bunch of spaces in my cout statements.* The next figure shows my input:

```
Enter mortgage payment: 1500  
  
Enter car payment: 650  
  
Enter electric payment: 250  
  
Enter water payment: 75  
  
Enter cable payment: 175  
  
Enter phone payment: 150
```

Figure B: Input for Activity #5

I used 13 variables in the program. You need to use the same variables. You will be able to download a skeleton file for you to use. You should have seen it in canvas; however, here's the image of the file from my Notepad++.

```

1  //*****
2  //
3  // Author: Your Name Here
4  //
5  // February 11, 2019
6  //
7  // This Lecture Activity (inClassActivity5.cpp)
8  // utilizes setw, fixed, showpoint and setprecision
9  //
10 //*****
11
12 #include <iostream>
13 #include <iomanip>
14 #include <string>
15
16 using namespace std;
17
18 int main()
19 {
20     string mortItem      = "Mortgage payment:";
21     string carItem       = "Car payment:";
22     string electricItem  = "Electric payment:";
23     string waterItem     = "Water payment:";
24     string cableItem     = "Cable payment:";
25     string phoneItem     = "Phone payment:";
26
27     double mortgagePmt;
28     double carPmt;
29     double electricPmt;
30     double waterPmt;
31     double cablePmt;
32     double phonePmt;
33
34     double totalOwed = 0;
35
36     // This is where your program will go.
37
38     return 0;
39 }

```

You should be able to figure out how I used the string variables in lines 20 through 25.

Save your program with the name **in-classActivity5.cpp**. Make sure it runs before you submit it. When it runs properly, submit it in canvas.