

CS 1400 – Summer 2018

Assignment #6

Introduction

You will complete two programs to give you experience with:

- Selections
- Comparisons
- Conditionals
- Random numbers
- Logical operators

Task 1

Programming Exercise 4.17

Make sure to read the rubric to see the additional requirements.

Rubric

- 5 pts: Software Development Lifecycle Plan (see assn #5 for description)
- 5 pts: User is prompted for input and can enter values properly
- 10 pts: All tested input results in proper output
- 10 pts: After game is over, allow user to choose to play again or quit (NOTE the difference from book requirements)
- 5 pts: Proper naming conventions for variable names
- 5 pts: Proper comments at the top of the file with your name, assignment number, and description of the program.

Task 2

Programming Exercise 4.29

Make sure to read the rubric to see the additional requirements.

Rubric

- 5 pts: Software Development Lifecycle Plan (see assn #5 for description)
- 5 pts: User is prompted for input and can enter values properly
- 20 pts: Properly detect a circle inside another circle, and determine which circle is inside which circle (NOTE the difference from book requirements)
- 10 pts: Properly detect circles overlapping
- 10 pts: Properly detect circles that do not overlap at all
- 5 pts: Proper naming conventions for variable names
- 5 pts: Proper comments at the top of the file with your name, assignment number, and description of the program.

Helpers

Remember that you can find solutions to the even programming exercises online. Check Canvas for a link. These are suggestions for you to do. They are not part of the assignment, and you do not have to turn them in.

Exercises: 4.4, 4.16, 4.28

What/How To Turn In (READ THIS)

Submit your files on Canvas.

Due: May 26, 2018