

# 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