

Lab 1: Doing a thing In-class labs are meant to introduce you to a new topic and provide some practice with that new topic. Labs should be worked on by each individual student, though asking others for help is permitted. Do not copy code from other sources, and do not give your code to other students.

Information

Topics: asdf

Turn in: Turn in all source files - .cpp, .hpp, and/or .h files. **Do not turn in Visual Studio files.**

Starter files:

Grading: Grading is based on completion, if the program functions as intended, and absense of errors. Programs that don't build will receive a 50%. Build errors, runtime errors, logic errors, memory leaks, and ugly code will reduce your score.

Contents

1.1	About	3
1.2	Lab specifications	3
1.3	Example output	3

1.1 About

1.2 Lab specifications

1.3 Example output