

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. Students who commit or aid in plagiarism will receive a 0% on the assignment and be reported.

Information

Topics: Stuff, stuff, and stuff.

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

Starter files: Download from GitHub.

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.

Building and running: If you are using Visual Studio, make sure to run with debugging. (Don't run without debugging!) Using the debugger will help you find errors.

To prevent a program exit, use this before `return 0;`

```
cin.ignore();  
cin.get();
```

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1.1 About

1.2 Lab specifications

1.3 Example output