5. Rewrite the following if...else if...else structure as a switch structure.

char dayOfWeek;

// assume there is input from the user, indicating a character

if (dayOfWeek == 'm' || dayOfWeek == 'M')

cout << "It is Monday.";

else if (dayOfWeek == 't' || dayOfWeek == 'T')

cout << "It is Tuesday.";

else if (dayOfWeek == 'w' || dayOfWeek == 'W')

cout << "It is Wednesday.";

else if (dayOfWeek == 'r' || dayOfWeek == 'R')

cout << "It is Thursday.";

else if (dayOfWeek == 'f' || dayOfWeek == 'F')

cout << "It is Friday.";

else if ((dayOfWeek == 'a' || dayOfWeek == 'A') || (dayOfWeek == 's' || dayOfWeek == 'S'))

cout << "It is the weekend.";

else

cout << "Invalid input.";

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#include <iostream>

using namespace std;

int main()

{

char dayOfWeek;

cout << "Input the first letter of today (M, T, W, R, F, S, A) ";

cin>> dayOfWeek;

switch(dayOfWeek)

{

case 'M':

case 'm': cout << "It is Monday.";

break;

case 'T':

case 't': cout << "It is Tuesday.";

break;

case 'W':

case 'w': cout << "It is Wednesday.";

break;

case 'R':

case 'r': cout << "It is Thursday.";

break;

case 'F':

case 'f': cout << "It is Friday.";

break;

case 'S':

case 's': cout << "It is the weekend!";

break;

case 'A':

case 'a': cout << "It's the weekend!";

break;

default: cout << "Invalid input.\n\n";

}

return 0;

}



2. Write a program segment that would generate the following output. (This is not just a test of cout statements, of course. It should be an interactive program.) Use a switch structure to manage the output, based on the user's selection.



Be sure your code creates the exact code above (and messages for the options not shown in the demo run).

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#include <iostream>

#include <cmath> // for cmath library

using namespace std;

int main()

{

char gameSelections;

float fValue;

float squareRoot,

cubeRoot,

absFloat;

cout << "Please select from the following operations:\n"

<< "1- compute the value of the number squared\n"

<< "2- compute the value of the number cubed\n"

<< "3- show the absolute value of the number\n"

<< "4- Nothing, I want to quit.\n\n";

cin>> gameSelections;

cout << "What number do you want to work with? \n";

cin >> fValue;

squareRoot=(fValue\*fValue);

cubeRoot=pow(fValue, 3);

absFloat=fabs(fValue);

switch(gameSelections)

{

case '1': cout << "The number squared is " << squareRoot;

break;

case '2': cout << "The number cubed is " << cubeRoot;

break;

case '3': cout << "The absolute value of the number is " << absFloat;

break;

default: cout << "Nothing. I want to quit.";

}

return 0;

}

// Professor Wiese, I have the switch structure, but it seems that I'm having trouble looping the code back to *default* without asking "What number do you want to work with." I tried inputting an 'if' statement of if(gameSelections<=3), run code, else default to "Nothing. I want to quit the game." ...