As you review the Gaddis text Chapter 3 content along with ancillary resources in WEEK 3-5 Spring 2019 Module on CANVAS here are a few links to a class handouts that focus on new concepts and C++ syntax that you will implement in your algorithm development for next weeks programming challenges. I recommend reviewing these even if you have already completed the assignment due for next week.

1. [C++ syntax reference tables](http://srjcstaff.santarosa.edu/~ssarkar/cs10sum2017/wks3_4/C%2B%2BDatatypes_and_Expressions/Appendices_Programming_Language_Syntax_Reference.pdf)   
   \*a helpful reminder cheat sheet for code development in C++
2. Working with various [C++ Datatypes and coding expressions](http://srjcstaff.santarosa.edu/~ssarkar/cs10sum2017/wks3_4/C%2B%2BDatatypes_and_Expressions/SIMPLE%20DATA%20TYPES_NUMERIC%20EXPRESSIONS.pdf)\*check the modulus operator % ...should be helpful in programming segments
3. Coding [algebraic and other mathematical expressions](http://srjcstaff.santarosa.edu/~ssarkar/cs10sum2017/wks3_4/C%2B%2BDatatypes_and_Expressions/Coding_expressions.pdf)  
   \*should be helpful when working on the algorithm workbench#1
4. Working with mixed data types in expressions: [Implicit and Explicit Type Conversion notes](http://srjcstaff.santarosa.edu/~ssarkar/cs10sum2017/wks3_4/C%2B%2BDatatypes_and_Expressions/Type_Conversion.pdf)\*keep this in mind when coding expressions with a mixed data types and will be helpful in preventing data representational errors
5. [Input processing](http://srjcstaff.santarosa.edu/~ssarkar/cs10sum2017/wks3_4/Keyboard_Input__cin_stream/Input_Processing_keyboard.pdf) from console input device (keyboard) with related C++ syntax  
   \*understanding the use of cin.get(); getline(cin,someString); and other cin object specific statements will be helpful when working on programming segments
6. [Output formatting](http://srjcstaff.santarosa.edu/~ssarkar/cs10sum2017/wks3_4/C%2B%2BSyntax_Output_Formatting/FORMATTING_OUTPUT_AND_MORE_ON_STRING_OPERATIONS.pdf) to console output device (a DOS command line window) with related C++ syntax and string related processing  
   \*understanding purpose of include<iomanip> along with the use of setw(5), cout<<fixed<<showpoint<<setprecision(2); and other such manipulators should be helpful in controlling program console output in programming segments
7. [Random number generation](http://srjcstaff.santarosa.edu/~ssarkar/cs10sum2017/wks3_4/Keyboard_Input__cin_stream/random_numbers.txt)  
   \*helpful setup syntax to generate and store random numbers within a specified range into variables for future use in programming segments

\*The above links are also available on the Week 3-5 Lecture/Lab Videos resources page of this week’s module.

\*\*NOTE: I am gradually moving source code, handouts etc. from the old CATE server onto the CANVAS storage space and updating the links accordingly on the lecture/lab Video resources pages in each Module. Most of the server down and broken links messages should be fixed within a week or two.