

First name (color-in initial)	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	section (9,10,11, 12,1 or 2)	first name initial	last name initial
Last name (color-in initial)	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z			

## H06: Due Monday, 10.27 in Lecture

### Function practice for Midterm 1 review (Savitch Ch 4)

Assigned: Mon 10.20

Total Points: 50

MAY ONLY BE TURNED IN IN THE LECTURE/LAB LISTED ABOVE AS THE DUE DATE,  
or offered in person, for in person grading, during instructor or TAs office hours.  
See the course syllabus at <https://foo.cs.ucsb.edu/16wiki/index.php/F14:Syllabus> for more details.

(1) (10 pts) Fill in the information below. Also, fill in the A-Z header by

- **coloring in** the first letter of your first and last name (as it appears in Gauchospace),
- writing **either 9,10,11,12,1 or 2** to indicate your **discussion section (lab)** meeting time
- writing your **first and last initial** in large capital letters.

All of this helps us to manage the avalanche of paper that results from the daily homework.

name:	
umail address:	@umail.ucsb.edu

If you collaborated with AT MOST one other person on this homework, write his/her name below. She/he should also have your name on his/her paper.

**Reading:** As review for the first midterm exam, please check your understanding of functions. You may want to re-read Chapter 4, especially section 4.3. All of the problems on this homework ask you for a function definition only. Do not be concerned with `#include`, the `main()` or any other details. For each question, write only a function definition.

The functions all provide their results by returning a value, NOT by printing a value. So there should be no `cout` statements anywhere in your answer.

- (10 pts) Write a C++ function definition for a function called `areaOfTriangle` that returns the area of a triangle as a real number. The function should take two parameters that are both real numbers, namely `base` and `height`. The formula for area of a triangle is  $\frac{1}{2}$  base times height.

