Compile Error#1

flip1 ~/assignments/assign1_fortune 815$ g++ assign1_fortune.cpp -o assign1_fortune

assign1_fortune.cpp: In function 'int main()':

assign1_fortune.cpp:16:174: error: expected primary-expression before ':' token

  double distance_walk,weight_gold; /* I assumed that the value of distance and weight can be really large, so double (min -1.8*10^308, max 1.8*10^308) will be sufficient.*/:

  ^

assign1_fortune.cpp:16:174: error: expected ';' before ':' token

assign1_fortune.cpp:25:9: error: 'today_temperature' was not declared in this scope

  cin >> today_temperature;

        ^

This error means that I used ':' in function 'int main()' before ';' which is in 'cin >> today_temperature;'. ':' resets the object, so 'today_temperature' is not declared in the scope. Therefore, compiler reported using ':' before the';', and 'today_temperature' is not declared in the scope.

In order to fix the error, I have to remove ':' which is between '*/' and 'cin >> today_temperature;'.

Compile Error#2

flip1 ~/assignments/assign1_fortune 816$ g++ assign1_fortune.cpp -o assign1_fortune

assign1_fortune.cpp:11:1: error: expected ';' before 'float'

 float rate(unsigned long money_km, double   distance_walk){

 ^

The problem that caused compiler to report this error is not writing ';' before 'float rate(unsigned long money_km, double distance_walk)'.

In order to fix this error, I have to write ';' before 'float rate(unsigned long money_km, double distance_walk)'.

Extra Credit

I asked my roommate to try out my fortune teller.

What is your first name? Yukai

Pleas enter a number that you want:15

Today's temperature is 15Celsius.

Please enter two positive numbers including decimals that you want :3 5

Yukai will earn $3 if Yukai walks 5km.

The rate of money that Yukai will earn is $0.6/km.

Please enter two positive two numbers that you want:1 5

Yukai will discover 1boxes which is filled with 5kg of gold.

-Did the program crash or behave in a way you didn't expect? No, it didn't. It worked as I expected.

One improvement I would recommend to make my program better is making a blank in the fortune in order to enter users' name. It will be much more attractive and entertaining to users.