

Answers to the questions

Question 1: Compilation Exercises

1. Will not compile. Return statement is missing.
2. `boolean` is not the correct way to declare (also initialize) a boolean variable.
The correct way would be `bool x = true;`
3. Works fine, the `x` value will be automatically casted into a double.
4. The struct is ok, the problem is that in the same time it is a typedef, but the name of the new type is missing at the end of the statement. The code will compile but you get a warning that the typedef was ignored.
5. Ok, 0 in return statement is evaluated just fine. 0 is equal to false. 0 will be returned.

Question 2: Error Search

a)

Commented the errors directly in the respective files.

b)

Using the `g++` compiler, you can first compile the object file for `pyramid.cpp` with: `g++ -c pyramid.cpp`. Then you can compile the program (and link `main.cpp` with the new `pyramid.o`) with: `g++ main.cpp pyramid.o -o pyramid_prog`. If you want to link the math library, you need to add `-lm` compiling the program, but since it wasn't needed we commented the include statement out, in order to save some memory.

Question 3: Strings and I/O