

Stephen Gerkin

Programming Lab 01

Array Allocator:

Creating array, memory view indicates empty array primed for entry:

The screenshot shows the 'ArrayAllocator' application interface. The top part is a memory dump window titled 'Memory 1' with address 0x00F3A298. It displays memory starting at 0x00F3A298 filled with the byte 0x00. The bottom part is a command window titled 'D:\School\Fall 2019\CLIST2362 - C++\Programs\01\ArrayAllocator\Debug\bin\ArrayAllocator.exe'. It shows the following interaction:

```

Enter the size desired for array:
>> 5
Array created

```

Populate array with values, memory view indicates values are in array:

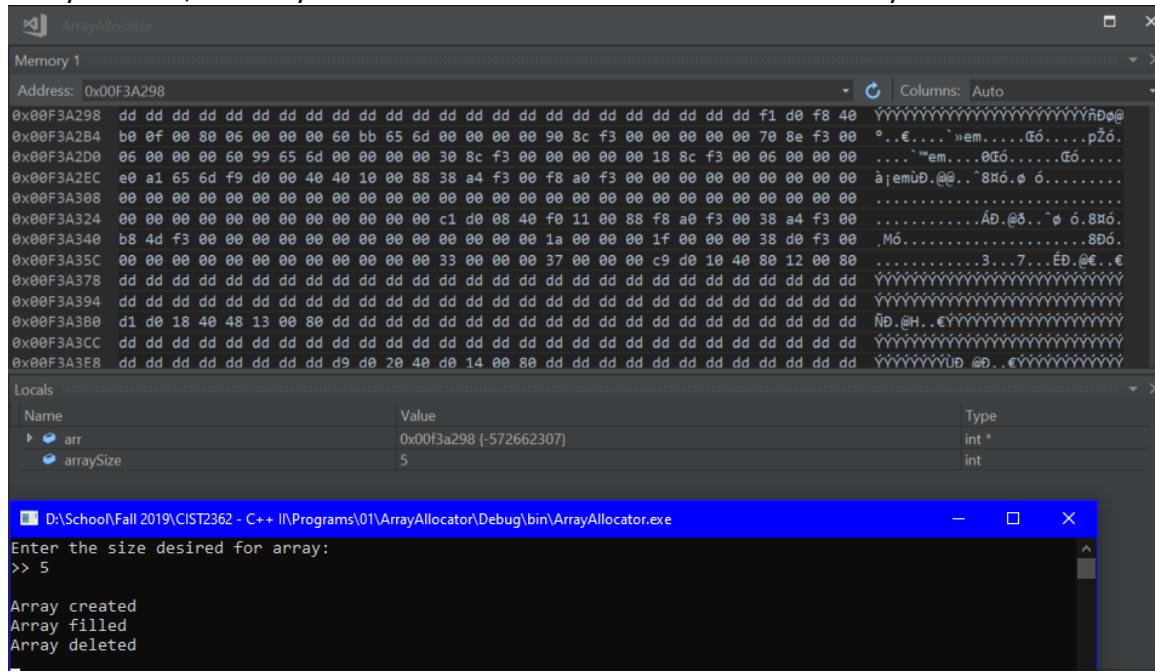
The screenshot shows the 'ArrayAllocator' application interface. The top part is a memory dump window titled 'Memory 1' with address 0x00F3A298. It displays memory starting at 0x00F3A298 filled with the byte 0x00. The bottom part is a command window titled 'D:\School\Fall 2019\CLIST2362 - C++\Programs\01\ArrayAllocator\Debug\bin\ArrayAllocator.exe'. It shows the following interaction:

```

Enter the size desired for array:
>> 5
Array created
Array filled

```

Array deleted, memory view indicates values removed from memory.



End of program:

```
D:\School\Fall 2019\CIIST2362 - C++\1\Programs\01\ArrayAllocator\Debug

Enter the size desired for array:
>> 5

Array created
Array filled
Array deleted
Do you want to run the program again? (y/n)
>> -
```

Test Score program:

```
D:\School\Fall 2019\CIST2362 - C++ II\Programs\01\TestScores\Debug>
How many test scores do you want to enter?
>> 5

Enter the score for test #1
>>85

Enter the score for test #2
>>95

Enter the score for test #3
>>75

Enter the score for test #4
>>65

Enter the score for test #5
>>100

The test scores in ascending order are...
1. 65.00%
2. 75.00%
3. 85.00%
4. 95.00%
5. 100.00%
The average score is 84.00%

Do you want to run the program again? (y/n)
>> -
```