Chapter 4: making decisions

Checkpoint

1. T,T,F,T,T,F,T
2. A B incorrect, C correct
3. A yes, B C no
4. a = 0, b = 2, x = 4, y = 0;

cout << (a == b) << endl;

cout << (a != y) << endl;

cout << (b <= x) << endl;

cout << (y > a) << endl;

display:

0

0

1

0

1. x equal 20, assign 0 to y

if (x==20)

y = 0;

1. variable price is greater than 500, then assign 0.2 to the variable discountRate

if (price > 500)

discountRate = 0.2;