



Chapter 3
Expressions & Interactivity
Lab

- Write an updated version of the MadLib word game that allows the user to enter white spaces.
 The program should ask the for the following information:
 - His or her name
 - His or her age
 - The name of a city
 - The name of a college
 - A profession
 - A type of animal
 - A pet's name

After the user has entered these items, the program should display the following story, inserting the user's input into the appropriate locations:

There was once a person named NAME who lived in CITY. At the age of AGE, NAME went to college at COLLEGE. NAME graduated and went to work as a PROFESSION. Then, NAME adopted a(n) ANIMAL named PETNAME. They both lived happily ever after! wordGame.cpp

Notes:

- 1. Read values in the order specified.
- 2. Use getline() for strings of characters and >> for numeric values.

A movie theater only keeps a percentage of the revenue earned from ticket sales. The remainder goes to the movie distributor. Write a program that calculates a theater's gross and net box office profit for a night.

The program should ask for the name of the movie, and how many and adult and child tickets were sold. (The price of an adult ticket is \$14 and a child's ticket is \$10). It should display a report similar to the one shown in the Output Sample.

boxOffice.cpp

Notes: Assume the theater keeps 20% of the gross box office profit.

Make sure to include the following manipulators:

- setw()
- right/left
- fixed, showpoint & setprecision()

```
Box Office Earnings Calculator ...

Please enter name of movie: The Revenant
" " adult tickets sold: 382
" " child tickets sold: 127

Movie Name:
Adult Tickets Sold:
Child Tickets Sold:
Gross Box Office Profit: $ 6618.00
Net Box Office Profit: $ 1323.60
Amount Paid to Distributor: $ 5294.40

Press any key to continue . . .
```

3. Assuming there are no deposits other than the original investment, the balance in a savings account after one year may be calculated as:

$$Amount = Principal * (1 + \frac{Rate}{T})^{T}$$

Principal is the balance in the savings account, Rate is the interest rate, and T is the number of times the interest is compounded during a year (T is 4 if the interest is compounded quarterly). Write a program that asks for the principal, the interest rate, and the number of times the interest is compounded. It should display a report similar to the one shown in the Output Sample.

interest.cpp

Notes: Use the function pow(x,y) located in <cmath>
Make sure to include manipulators to replicate output shown.

```
C:\WINDOWS\system32\cmd.exe

Compound Interest Calculator ...

Please enter the principal amount: 19000

"" the interest rate: 1.25

"" " the number of times interest will be compounded: 12

Interest Rate: 1.25%

Iimes Compounded: 12

Principal: $ 10000.00

Interest: $ 125.72

Amount in Savings: $ 10125.72

Press any key to continue . . .
```

- 4. Joe's Pizza Palace needs a program to calculate the number of slices a pizza of any size can be divided into. The program should perform the following steps:
 - a. Ask the user for the diameter of the pizza in inches.
 - b. Calculate the number of slices that may be taken from a pizza of that size.
 - c. Display a message telling the number of slices.

To calculate the number of slices that may be taken from the pizza, you must know the following facts:

- Each slice should have an area of 14.125 inches.
- To calculate the number of slices, simply divide the area of the pizza by 14.125.
- The area of the pizza is calculated with this formula:

$$A = \pi r^2$$

 π is the Greek letter PI. 3.14159 can be used as a value. The variable r is the radius of the pizza. Divide the diameter by 2 to get the radius.

pizza.cpp

Notes: Use the function pow(x,y) located in <math>.

Make sure the output of the program displays the number of slices in fixed point notation, rounded to one decimal place of precision. Use a named constant for π .

```
Joe's Pizza Palace Calculator ...

Enter the diameter of the pizza (inches): 12.5

A 12.5 inch pizza contains about 8.7 slices

Press any key to continue . . .
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