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Pointers, enum, and Structures

▶ Understand the basics of pointers.

▶ Declare pointers.

▶ Use the address-of and dereferencing operators.

▶ Use pointers with character arrays.

▶ Use subscript notation.

▶ Use enum.

▶ Understand what structures are and how to use them.

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5. Study the source code to find the line that is out of place. Your instructor can help you locate the necessary fix.

6. After you make the correction, run the program again to see if the output is correct.

7. When the program functions properly, save the source code and close.

Documenting and Maintaining

The final step is to write documentation and maintain the program. Some of the lines in the program already contain comments. The analysis in this case study is similar to the external documentation written for some programs.

The user documentation for a program such as this should explain how the program expects the input to be entered. For example, the user should be shown the proper format for entering each of the required inputs.

EXERCISE II-5   DOCUMENTING THE PROGRAM

1. Write user documentation for the program. Begin with a paragraph describing the purpose of the program.

2. Next, describe the necessary inputs, and explain the formats required for each.

3. If you entered the documentation in a text editor or word processor, print it.

Modifying the Program

As an additional exercise, modify the program to display the interest earned each month, in addition to the new principal. You may also want to change the program so that a yearly total of interest earned is printed.