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Lab_6.2

6.5

Exercise 1

| GLOBAL | Main | Main (inner 1) | Main (inner 2) | Area | Circumference |
|------------------------|-----------------|-------------------|---------------------|-----------------|----------------|
| const PI | Float radius | Float area | Float radius | Float rad | Float length |
| Const RATE | | | Float circumference | Float answer | Float distance |
| Void findArea | | | | | |
| Void findCircumference | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |

Exercise 2

```
Main function outer block
globals and radius are active here

Main function first inner block
Globals, radius and area are active here

The radius = 12.00
The area = 0.00

Main function second inner block
Globals, radius, area, and circumference are active here

The radius = 10.00
The circumference = 823639652164023977670107675492352.00

Main function after all the calls
Globals and radius are active here

Process returned 0 (0x0) execution time: 0.370 s
Press any key to continue.
```

Exercise 3

```
D:\downloads\Lab_export(3)\Lab6.2\scope.exe
Main function outer block
globals and radius are active here
Main function first inner block
Globals, radius and area are active here
AREA FUNCTION
Globals, rad , and answer are active here
The radius = 12.00
The area = 452.16
Main function second inner block
Globals, radius, area, and circumference are active here
CIRCUMFERENCE FUNCTION
Globals ,length and distance are active here.
The radius = 10.00
The circumference = 62.80
Main function after all the calls
Globals and radius are active here
Process returned 0 (0x0) execution time: 1.931 s
Press any key to continue.
```

Exercise 4

Radius will be 10

Radius will be 12

This is because of variable scoping also radius is re defined in the second block

Exercise 5/source code

#include <iostream>

#include <iomanip>

using namespace std;

```
// This program will demonstrate the scope rules.
// PLACE YOUR NAME HERE
const double PI = 3.14;
const double RATE = 0.25;
void findArea(float, float&);
void findCircumference(float, float&);
int main()
{
       cout << fixed << showpoint << setprecision(2);</pre>
       float radius = 12;
       cout << " Main function outer block" << endl;</pre>
       cout << " globals and radius are active here" << endl << endl;</pre>
       {
               float area;
               cout << "Main function first inner block" << endl;</pre>
```

```
// Fill in the code to call findArea here
               findArea(radius,area);
               cout << "The radius = " << radius << endl;
               cout << "The area = " << area << endl << endl;
       }
        {
               float radius = 10;
               float circumference;
               cout << "Main function second inner block" << endl;</pre>
               cout << "Globals, radius, area, and circumference are active here" << endl <<
endl;
               // Fill in the code to call findCircumference here
               findCircumference(radius,circumference);
               cout << "The radius = " << radius << endl;</pre>
               cout << "The circumference = " << circumference << endl << endl;</pre>
       }
```

cout << "Globals, radius and area are active here" << endl << endl;

```
cout << "Main function after all the calls" << endl;</pre>
       cout << "Globals and radius are active here" << endl << endl;</pre>
      return 0;
}
       *************************
//
       findArea
//
               This function finds the area of a circle given its radius
//
       task:
       data in: radius of a circle
//
//
       data out: answer (which alters the corresponding actual parameter)
//
//
void findArea(float rad, float& answer)
{
       cout << "AREA FUNCTION" << endl << endl;</pre>
       cout << "Globals, rad, and answer are active here" << endl << endl;
      // FILL in the code, given that parameter rad contains the radius, that
       // will find the area to be stored in answer
```

```
answer=PI*(rad*rad);
}
//
*****
//
       findCircumference
//
                This function finds the circumference of a circle given its radius
//
       task:
//
       data in: radius of a circle
       data out: distance (which alters the corresponding actual parameter)
//
//
//
****
void findCircumference(float length, float& distance)
{
       cout << "CIRCUMFERENCE FUNCTION" << endl << endl;</pre>
       cout << "Globals ,length and distance are active here" << endl << endl;</pre>
       // FILL in the code, given that parameter length contains the radius,
       // that will find the circumference to be stored in distance
```

```
distance=2*length*PI;
```

}

6.6

Exercise 1

\$1.93

However right now it just prints 0 because things haven't been defined

Exercise 2

```
We will now add 95 cents to our dollar total
We have added another $0.95 to our total
Our total so far is $0.95
The value of our local variable total is $0.95
Converting cents to dollars resulted in 0.95 dollars

We will now add 193 cents to our dollar total
We have added another $1.93 to our total
Our total so far is $2.88
The value of our local variable total is $2.88
Converting cents to dollars resulted in 1.93 dollars

We will now add the default value to our dollar total
We have added another $1.50 to our total
Our total so far is $4.38
The value of our local variable total is $4.38
Converting cents to dollars resulted in 1.50 dollars

Process returned 0 (0x0) execution time: 0.226 s

Press any key to continue.
```

Source Code

#include <iostream>

#include <iomanip>

using namespace std;

// PLACE YOUR NAME HERE

void normalizeMoney(float& dollars, int cents = 150);

```
// This function takes cents as an integer and converts it to dollars
// and cents. The default value for cents is 150 which is converted
// to 1.50 and stored in dollars
int main()
{
  int cents;
  float dollars;
  cout << setprecision(2) << fixed << showpoint;</pre>
  cents = 95;
  cout << "\n We will now add 95 cents to our dollar total\n";
       Fill in the code to call normalizeMoney to add 95 cents
  normalizeMoney(dollars,cents);
  cout << "Converting cents to dollars resulted in " << dollars << " dollars \n";
  cout << "\n We will now add 193 cents to our dollar total\n";
  // Fill in the code to call normalizeMoney to add 193 cents
  cents=193;
```

```
normalizeMoney(dollars,cents);
  cout << "Converting cents to dollars resulted in " << dollars << " dollars \n";
  cout << "\n We will now add the default value to our dollar total\n";
  // Fill in the code to call normalizeMoney to add the default value of cents
  normalizeMoney(dollars);
  cout << "Converting cents to dollars resulted in " << dollars << " dollars \n";
  return 0;
//********************************
//
       normalizeMoney
//
//
               This function is given a value in cents. It will convert cents
       task:
//
             to dollars and cents which is stored in a local variable called
//
             total which is sent back to the calling function through the
//
             parameter dollars. It will keep a running total of all the money
//
             processed in a local static variable called sum.
```

}

```
//
//
      data in: cents which is an integer
      data out: dollars (which alters the corresponding actual parameter)
//
//
//***************************
****
void normalizeMoney(float& dollars, int cents)
{
  static float total = 0;
  // Fill in the definition of sum as a static local variable
  static float sum = 0.0;
  // Fill in the code to convert cents to dollars
  dollars=cents*.01;
  total = total + dollars;
  sum += dollars;
  cout << "We have added another $" << dollars << "
                                                      to our total" << endl;
  cout << "Our total so far is $" << sum << endl;
```

```
cout << "The value of our local variable total is $" << total << endl;
```

}

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Exercise 1

```
Please input the amount of American Dollars you want converted to euros and pesos
6
Please input the amount of American Dollars you want converted to euros, pesos and yen
7
Please input the amount of American Dollars you want converted to yen
5
Please input the amount of American Dollars you want converted to euros
4
Please input the amount of American Dollars you want converted to euros
6
Process returned 0 (0x0) execution time: 4.593 s
Press any key to continue.
```

I assume scope and variable passing was not done correctly

Exercise 2

```
Please input the amount of American Dollars you want converted to euros and pesos

6

$6.00 was converted to 6.36 Euros and 58.38 pesos

Please input the amount of American Dollars you want converted to euros, pesos and yen

6

$6.00 was converted to 6.36 Euros 58.38 pesos and 746.10 yen

Please input the amount of American Dollars you want converted to yen

6

$6.00 was converted to 746.10 yen

Please input the amount of American Dollars you want converted to euros

6

$6.00 was converted to 746.10 yen

Please input the amount of American Dollars you want converted to euros

6

$6.00 was converted to 6.36 euros

Please input the amount of American Dollars you want converted to euros

9

Please input the amount of American Dollars you want converted to pesos
```

```
D:\downloads\Lab_export(3)\Lab6.2\convertmoney.exe
4.56
$4.56 was converted to 4.83 Euros and 44.37 pesos
Please input the amount of American Dollars you want converted
$67.80 was converted to 71.87 Euros 659.69 pesos and 8430.93 yen
56.3
$56.30 was converted to 7000.90 yen
Please input the amount of American Dollars you want converted
23.6
$23.60 was converted to 25.02 euros
56.43
$56.43 was converted to 549.06 pesos
Process returned 0 (0x0) execution time: 14.335 s
```

Source code

#include <iostream>

#include <iomanip>

using namespace std;

// This program will input American money and convert it to foreign currency

// PLACE YOUR NAME HERE

```
// Prototypes of the functions
void convertMulti(float dollars, float& euros, float& pesos);
void convertMulti(float dollars, float& euros, float& pesos, float& yen);
float convertToYen(float dollars);
float convertToEuros(float dollars);
float convertToPesos(float dollars);
const float TOEUROS=1.06;
const float TOPESOS=9.73;
const float TOYEN=124.35;
int main()
  float dollars;
  float euros;
  float pesos;
  float yen;
  cout << fixed << showpoint << setprecision(2);</pre>
  cout << "Please input the amount of American Dollars you want converted "
     << endl;
  cout << "to euros and pesos" << endl;</pre>
```

```
cin >> dollars;
// Fill in the code to call convertMulti with parameters dollars, euros, and pesos
convertMulti(dollars,euros,pesos);
// Fill in the code to output the value of those dollars converted to both euros
// and pesos
cout << "Please input the amount of American Dollars you want converted\n";
cout << "to euros, pesos and yen" << endl;
cin >> dollars;
// Fill in the code to call convertMulti with parameters dollars, euros, pesos and yen
convertMulti(dollars,euros,pesos,yen);
// Fill in the code to output the value of those dollars converted to euros,
// pesos and yen
cout << "Please input the amount of American Dollars you want converted\n";
cout << "to yen" << endl;
cin >> dollars;
// Fill in the code to call convertToYen
```

```
convertToYen(dollars);
// Fill in the code to output the value of those dollars converted to yen
cout << "Please input the amount of American Dollars you want converted\n";
cout << " to euros" << endl;</pre>
cin >> dollars;
// Fill in the code to call convert ToEuros
convertToEuros(dollars);
// Fill in the code to output the value of those dollars converted to euros
cout << "Please input the amount of American Dollars you want converted\n";
cout << " to pesos " << endl;
cin >> dollars;
// Fill in the code to call convertToPesos
convertToPesos(dollars);
// Fill in the code to output the value of those dollars converted to pesos
return 0;
```

```
}
// All of the functions are stubs that just serve to test the functions
// Replace with code that will cause the functions to execute properly
//
**
//
       convertMulti
//
//
       task:
                This function takes a dollar value and converts it to euros
             and pesos
//
//
       data in: dollars
       data out: euros and pesos
//
//
//
void convertMulti(float dollars, float& euros, float& pesos)
{
  pesos=dollars*TOPESOS;
  euros=dollars*TOEUROS;
```

```
cout << "$" << dollars
     << " was converted to " <<euros<<" Euros and "<<pesos<<" pesos "<< endl << endl;</pre>
}
//
//
       convertMulti
//
                This function takes a dollar value and converts it to euros
//
       task:
             pesos and yen
//
       data in: dollars
//
       data out: euros pesos yen
//
//
//
void convertMulti
6.8
```

Option 1

```
D:\Documents\Programming\lab_6.8_option_1.exe
Please input
Convert miles to kilometers
 convert kilometers to miles
3 Quit
Please input the miles to be converted
120 miles = 193.2 kilometers
Please input
Convert miles to kilometers
 convert kilometers to miles
3 Quit
Please input the kilometers to be converted
235 \text{ kilometers} = 145.935 \text{ miles}
Please input
Convert miles to kilometers
 convert kilometers to miles
3 Quit
Process returned 0 (0x0) execution time: 12.777 s
```

Source Code

```
#include <iostream>
using namespace std;
const float TOKM=.621;
const float TOMI=1.61;
float kmtomi();
float mitokm();
float kmtomi(float kilo)
```

```
float miles=0;
  miles=kilo*TOKM;
  return miles;
float mitokm(float miles)
  float kilo=0;
  kilo=miles*TOMI;
  return kilo;
}
int main ()
  int choice=4;
  float miles=0;
  float kilo=0;
  while (choice!=3)
  {
    cout<<"Please input"<<endl<<"1 Convert miles to kilometers"<<endl<<"2 convert
kilometers to miles" << endl << "3 Quit" << endl;
    cin>>choice;
    if(choice==1)
```

```
cout<<"Please input the miles to be converted"<<endl;</pre>
     cin>>miles;
     kilo=mitokm(miles);
     cout<<miles<=" miles = "<<kilo<<" kilometers"<<endl;</pre>
  else if(choice==2)
     cout<<"Please input the kilometers to be converted"<<endl;</pre>
     cin>>kilo;
     miles=kmtomi(kilo);
     cout<<kilo<<" kilometers = "<<miles<<" miles"<<endl;</pre>
  else if (choice==3)
     break;
return 0;
```