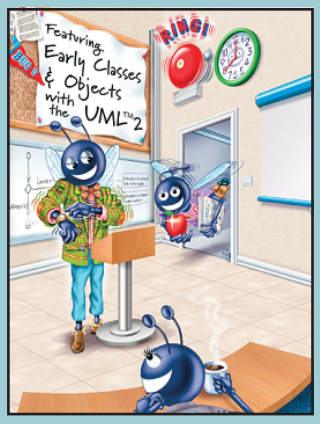

2

Introduction to C++ Programming

OBJECTIVES

In this chapter you will learn:

- To write simple computer programs in C++.
- To write simple input and output statements.
- To use fundamental types.
- Basic computer memory concepts.
- To use arithmetic operators.
- The precedence of arithmetic operators.
- To write simple decision-making statements.

—Aristophanes

Assignment Checklist

Name: _____ Date: _____

Section: _____

Exercises	Assigned: Circle assignments	Date Due
Prelab Activities		
Matching	YES NO	
Fill in the Blank	14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25	
Short Answer	26, 27, 28, 29, 30, 31, 32	
Programming Output	33, 34, 35, 36, 37, 38, 39	
Correct the Code	40, 41, 42, 43, 44, 45	
Lab Exercises		
Exercise 1 — Sum, Average, Product, Smallest and Largest	YES NO	
Follow-Up Questions and Activities	1, 2	
Exercise 2 — Multiples	YES NO	
Follow-Up Questions and Activities	1, 2, 3, 4	
Exercise 3 — Separating Digits	YES NO	
Follow-Up Questions and Activities	1, 2, 3	
Debugging	YES NO	
Labs Provided by Instructor		
1.		
2.		
3.		
Postlab Activities		
Coding Exercises	1, 2, 3, 4, 5, 6, 7	
Programming Challenges	1, 2, 3	

Prelab Activities

Matching

Name: _____ **Date:** _____

Section: _____

After reading Chapter 2 of *C++ How to Program: Fifth Edition*, answer the given questions. These questions are intended to test and reinforce your understanding of key concepts and may be done either before the lab or during the lab.

For each term in the column on the left, write the corresponding letter for the description that best matches it from the column on the right.

Term	Description
___ 1. Integer division	a) Holds whole number values.
___ 2. Stream extraction operator	b) Outputs a newline and "flushes the output buffer."
___ 3. `return`	c) Appears at the end of every statement.
___ 4. Modulus operator	d) An operation that truncates any fractional part of its result.
___ 5. A variable of type `int`	e) Instruction that is performed before the program is compiled.
___ 6. Comments	f) Prevents a program from compiling.
___ 7. Stream insertion operator	g) An operation that yields the remainder after integer division.
___ 8. Preprocessor directive	h) >>.
___ 9. `std::endl` stream manipulator	i) One of several means to exit a function.
___ 10. Semicolon	j) <<.
___ 11. Conditions in `if` statements	k) `'\n'`.
___ 12. Newline escape sequence	l) Text that documents programs and improves their readability.
___ 13. Syntax error	m) Commonly formed by using equality operators and relational operators.