

Practical 1

COS132



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA
Denk-leiers • Leading Minds • Dikgopolo tša Dihalefi

Department of Computer Science

Official Deadline: 01/03/2024 at 17:30:00

Extended Deadline: 03/03/2024 at 20:00:00

Marks: 5

1 General instructions:

- This assignment should be completed individually; no group effort is allowed.
- Be ready to upload your practical well before the deadline.
- **The extended deadline has been put in place in case of loadshedding or other unforeseen circumstances. No further extension will be granted.**
- You may not import any libraries that have not been imported for you.
- If your code does not compile, you will be awarded a zero mark. Only the output of your program will be considered for marks, but your code may be inspected for the presence or absence of certain prescribed features.
- All submissions will be checked for plagiarism.
- Read the entire practical before you start coding.
- You will be given 20 upload opportunities.
- **You have to use C++98 in order to get marks**

2 Plagiarism

The Department of Computer Science considers plagiarism a serious offence. Disciplinary action will be taken against students who commit plagiarism. Plagiarism includes copying someone else's work without consent, copying a friend's work (even with permission) and copying material from the Internet. Copying will not be tolerated in this course. For a formal definition of plagiarism, the student is referred to <http://www.library.up.ac.za/plagiarism/index.htm>. **If you have any questions regarding this, please ask one of the lecturers to avoid misunderstanding.**

3 Outcomes

The objective of this practical is to familiarize you with the fundamentals of writing and executing a basic C++ program within the main function. By the end of this practical, you should feel comfortable with:

- Crafting a basic program structure in C++.
- Utilizing the standard output stream (`std::cout`) to display text.
- Understanding the role of the main function as the entry point of a C++ program.

This practical serves as your first step into the world of C++ programming, setting a strong foundation for more complex and exciting challenges ahead.

4 Structure

This practical consists of a single task. You will be required to submit an archive to the Practical 1 upload slot.

5 Mark Distribution

Activity	Mark
Task 1 - Output (cout)	5
Total	5

Table 1: Mark Distribution

6 Tasks

6.1 Task 1

In this task, you are a new programmer at the bespoke "Code Brew" café. Your first task is to greet customers digitally as they interact with the café's automated ordering system.

Your program will output a friendly greeting including your unique student number.

You have been given a skeleton main.cpp. Edit this file to output the greeting. Your output should match the following, substituting your own student number for uXXXXXXXX

```
Hello, my name is uXXXXXXXX. Welcome to Code Brew.  
How can I help you today?
```

Note that both sentences should be on a new line, with a new line at the end of the second line.

7 Submission checklist

- Submit your changed main.cpp in an archive (.zip) called uXXXXXXXX.zip to FitchFork before the deadline
- Please go to a practical session if you need help with submission.