

Computer Programming Language

【Fall, 2020】

Homework 1

Program A : Output to the console screen (25%)

Write a program that output a text drawing to the console screen as follows. You may also design your own ASCII art drawing.

Diagram illustrating a neural network architecture. The input layer (NTU, BME) feeds into a hidden layer (O). The hidden layer (O) feeds into an output layer (LL, LLL). The output layer (LL, LLL) feeds into a final layer (LL, LLL). The final layer (LL, LLL) feeds into a layer with a greater-than sign (>).

Program B : Simple calculation (25%)

Study section 2.5 in our textbook and study the Program 2.7. Modify Program 2.7 to calculate the sum and average of the three floating-point numbers. Compile and run your program. Note that the three numbers are input by the user.

■ Sample Input/Output

input	6.3 20.6 12.1
output	The sum of the three numbers is 39.0. The average of the three numbers is 13.0.

■ *AUTOLAB Submission Check:*

```
double answer1; // Store the sum of the three numbers in this global variable
double answer2; // Store the average of the three numbers in this global variable
```

Program C : Simple calculation (25%)

Study section 2.6 in our textbook and study the Program 2.11. Modify Program 2.11 to determine



the frequency returned by a car traveling at 55 mph. Your program should produce the following display (replacing the underlines with the value your program calculates):

The returned frequency corresponding to 55 mph is _____

■ *Sample Input/Output*

input	55
output	The returned frequency for 55 mph is _____ Hz

■ *AUTOLAB Submission Check:*

```
double answer1; // Store the frequency corresponding to 55 mph in this global variable
```

Program D : Programming a mathematical formula (25%)

The maximum load that can be placed at the end of a symmetrical wooden beam, such as the rectangular beam shown in the following figure, can be calculated as the following:

$$L = \frac{S \times I}{d \times c}$$

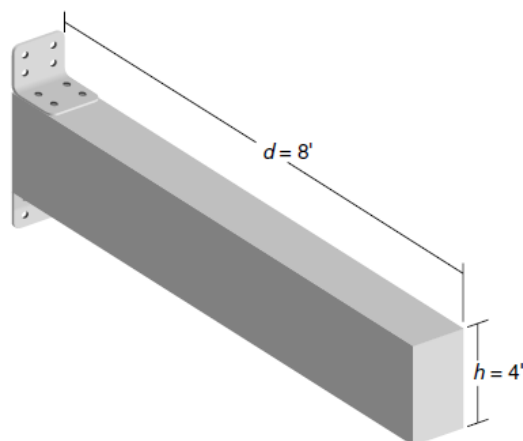
L is the maximum weight in lbs of the load placed on the beam.

S is the stress in lbs/in².

I is the beam's rectangular moment of inertia in units of in⁴.

d is the distance in inches that the load is placed from the fixed end of the beam (the “moment arm”).

c is one-half the height in inches of the symmetrical beam.





For a 2" × 4" wooden beam, the rectangular moment of inertia is given by this formula:

$$I = \frac{\text{base} \times \text{height}^3}{12} = \frac{2 \times 4^3}{12}$$

$$c = \frac{1}{2}(4 \text{ in}) = 2 \text{ in}$$

Given this information, design, write, compile, and execute a C++ program that computes the maximum load in lbs that can be placed at the end of an 8-foot 2" × 4" wooden beam so that the stress on the fixed end is 3000 lb/in².

■ Sample Input/Output

input	8.0 2.0 4.0 3000.0
output	The maximum load is _____ lbs.

- The input sequence is distance (d), base, height, and stress (S), respectively.

■ AUTOLAB Submission Check:

```
double answer1; // Store the value of the maximum load in lbs in this global variable
```

Notes:

1. Please submit your programs (source codes) to the AUTOLAB grading system website (<http://140.112.183.225>) before **Oct. 1** (3:30PM)
2. File naming convention for your programs should be as follows:

```
HW01AB09611050.CPP  
HW01AB09611050.EXE
```

where **HW01A** represents the homework number (01, 02, 03, etc.) and which program (A, B, C, etc.) of that homework. The **B09611050** code represents your student ID.

3. Make sure to provide header comments at the beginning of your program. The header should look like this:



```
//=====
// PROGRAMMER : Your name here
// DATE       : 2020-10-01
// FILENAME    : HW01AB09611050.CPP
// DESCRIPTION: This is a program to compute the sum and average
//              of three integers
//=====
```

4. Late submission will have a penalty of 10% discount per day of your homework total score toward a maximum of 50% discount. No late submission over five days will be accepted.
5. Criteria of grading include: (1) Program functionality; (2) User interface; (3) Structure of the program; (4) Suitable comments; (5) Programming style; (6) Creativity.