

Class 11

Nested Loops with Calculations, Library Functions

Exam 1 Room Change

- Exam 1 will be held in RO-230
- RO-230 is on the second floor of the library building
- Exam time is from 6:30 pm to 7:20 pm
- If you are late, the exam still ends at 7:20 pm for you. So please be on time.
- If you finish the exam early, you can bring it to the front, hand it in, and then exit quietly. Thanks!

Reminders:

- This is a closed book exam. Put away your calculator, cellphone, computer, headphone, notes, books, e.t.c.
- Use the bathroom before you start the exam.
- Have your CUNY ID ready. I will come by to check it.

Example 1

- Write a complete C++ program that does the following:
 - It asks the user to enter a positive integer.
 - The program reads a value n entered by the user. If the value is not legal, the program terminates.
 - The program prints a table with n lines of output. On output line number x the program should list the numbers from 1 to x together with their sum.

Enter a positive integer: 4

1 the sum is 1

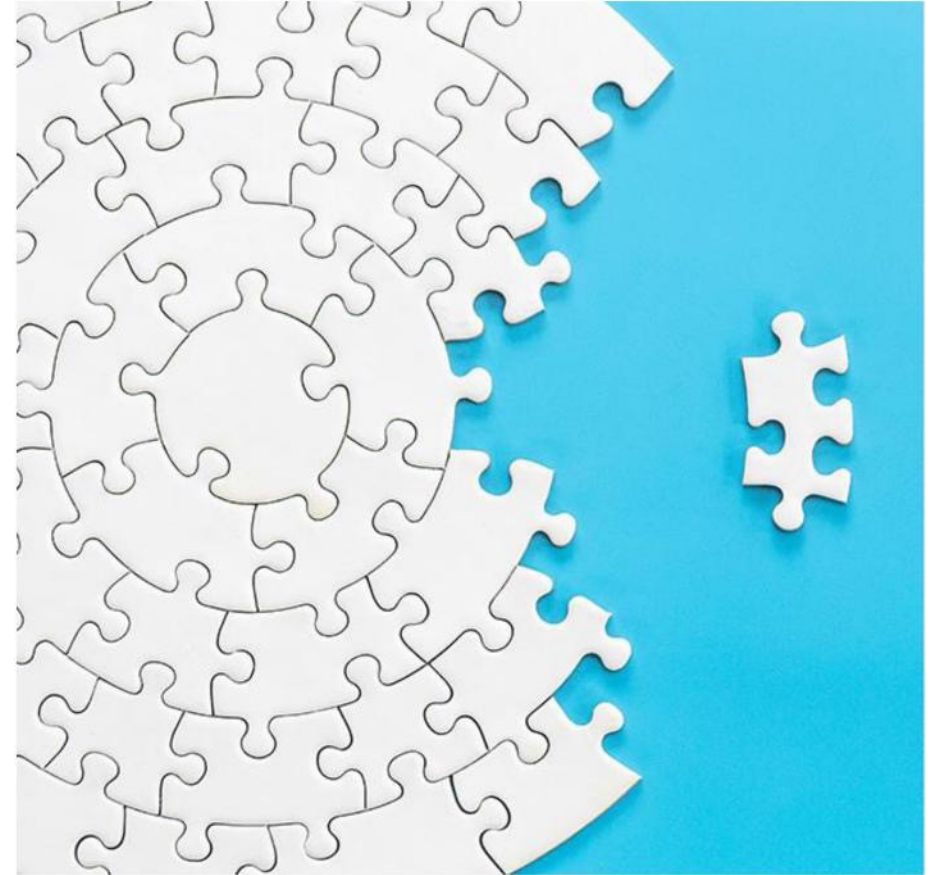
1 2 the sum is 3

1 2 3 the sum is 6

1 2 3 4 the sum is 10

Functions

- Functions have three parts:
 - name
 - return type
 - input arguments



Library Functions

- Some functions are already written for us
- These are stored in libraries
- In order to use these functions, we need to tell the computer which library to include

sqrt()

- Returns the square root of a number
- Member of the cmath library

Example 2

- Goal:
 - Write a program that calculates the square root of a number.
 - Ask the user if they would like to calculate another square root.
 - Run this process in a loop as long as the user enters a positive number.

rand()

- Returns a pseudo-random integer within the range 1 to some very large number
- Member of the `cstdlib` library

srand()

- Initializes the random number generator function rand() to some seed value
- Member of the cstdlib library
- We use time(0) as the seed value
- time() is a member of the ctime library

Example 3

- Goal: Simulate rolling a die five times

Example 4

- Goal: Simulate tossing a coin ten times.
 - Keep track of the number of heads and the number of tails tossed.
 - Use 1 for heads and 0 for tails.