Wednesday 5 November

Programming Assignment 08: due Wednesday 12 November

Class Activity 21:

Objectives:
Learn about function prototype/calling statement agreement.
Simple trace through functions.

Activity 1:
Copy **LecNotes21a.cpp** from **get12** to **c:\user**. Load it into Visual Studio as a C project. Answer the following questions.
(a)   What will be displayed on the screen? Show how you determined this.
        We worked this example in class. However, **LecNotes21a.cpp** has a couple of extra **printf** statements that show where C is storing the variable information. Ordinarily, we never need to know *where* C is storing the information. These statements are included to illustrate that the address pointed to by ***pq** and ***pr** are the same as the addresses of **c** and **d** in main, respectively. Also note that the placeholder for addresses is **%p**.
(b)   Check your predictions by running the program.

Activity 2:
Copy **ca21a.cpp** from **get12** to **c:\user**. Load it into Visual Studio as a C project. Answer the following questions.
(a)   What will be displayed on the screen? Show how you determined this.
(b)   Check your predictions by running the program.
Note: this was an exam question from Spring Term, 2002.

Activity 3:
Copy **ca21b.cpp** from **get12** to **c:\user**. Load it into Visual Studio as a C project. Answer the following questions.
(a)   What will be displayed on the screen? Show how you determined this.
(b)   Check your predictions by running the program.
Note: this was an exam question from Fall Term, 2001.

Activity 4:
Copy **rps.cpp** from **get12** to **c:\user**. Load it into Visual Studio as a C project. Run the program and answer the following questions.
(a)   What does this program do?
(b)   How is the random number generator initialized?

      (c)   What happens if you comment out the random number initialization (restart and run the program three or four times for three rounds - make note of the computer responses)?

      (d)   How does the program convert a random number to Rock, Paper, or Scissors?

      (e)   Make a list of questions about the program to which you would like answers.

Turn in: Your handwritten answers to activities 2, 3, & 4.