

Monday 17 November

Programming Assignment 09: due Wednesday 19 November

## Class Activity 24:

### *Objectives:*

- Review function arguments.
- Learn about strings.

Available on `get12`: `ca24a.cpp`; `ca24b.cpp`; `ca24c.cpp`; `ca24d.cpp`  
Place all in the `c:\user` directory.

### *Activity 1:*

Open `ca24a.cpp` in Visual Studio. 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.

### *Activity 2:*

Open `ca24b.cpp` in Visual Studio. 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.

### *Activity 3:*

Open `ca24c.cpp` in Visual Studio. This is a simple program that illustrates some string handling capabilities in C.

- (a) Run the program. Answer “**hello**” when prompted for a string.
- (b) Are there any surprises from running the program?
- (c) Run the program. Answer “ **hello**” when prompted for a string. (Note space before **h**)
- (d) Are there any surprises from running the program?
- (e) Run the program again. Answer “**hello world**” when prompted for a string.
- (f) Are there any surprises from running the program again?

### *Activity 4:*

Open `ca24d.cpp` in Visual Studio. This is a simple program that illustrates some string string input features in C.

- (a) Run the program. Answer “**hello**” when prompted for a string.
- (b) Are there any surprises from running the program?
- (c) Run the program. Answer “ **hello**” when prompted for a string. (Note space before **h**)
- (d) Are there any surprises from running the program?
- (e) Run the program again. Answer “**hello world**” when prompted for a string.
- (f) Are there any surprises from running the program again?

- (g) Run the program again. Answer “**asdf asdf adsf asdf asdf asdf asdf asdf asdf asdf asdf**” when prompted.
- (h) Are there any surprises from running the program again?

**Activity 5:**

Design and code a function that will get a string array from the user (keyboard). Ask yourself **what** is the purpose of the function? **what** will result if the function works properly? **what** does the function need (from the calling location) to work properly? Call your function **getstring.cpp**

**Activity 6:**

Design and code a function that will display a string array on the screen. Ask yourself **what** is the purpose of the function? **what** will result if the function works properly? **what** does the function need (from the calling location) to work properly? Call your function **stringdisp.cpp**

**Activity 7:**

Design and code a program that uses the functions from activities 5 & 6 to get two strings from the user, compare the two strings, and display the alphabetically lesser string on the screen. Call your function **ca24xxx.cpp** where **xxx** is your initials/

**Turn in:** A copy of your program from activity 7 and the screen display from running the program.