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 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.