

Table of Contents

Preface	19
About the Author	21
Acknowledgments	22
How This Book is Organized.....	22
Who Should Buy This Book?	22
Conventions Used in This Book.....	23
How to Report Errata.....	24
Where to Download Material About this Book.....	24
Section 1 Introductory Knowledge	25
Chapter 1 How a Computer Works	27
1.1 Introduction	27
1.2 What is Hardware?.....	27
1.3 What is Software?	28
1.4 How a Computer Executes (Runs) a Program.....	28
1.5 Compilers and Interpreters.....	28
1.6 What is Source Code?	29
1.7 Review Questions: True/False.....	29
1.8 Review Questions: Multiple Choice.....	30
Chapter 2 C++	33
2.1 What is C++?.....	33
2.2 What is the Difference Between a Script and a Program?	33
2.3 Why You Should Learn C++	33
2.4 How C++ Works	34
Chapter 3 Software Packages to Install	35
3.1 Visual Studio.....	35
3.2 Book's examples	35
3.3 Boost C++ Libraries.....	35
3.4 How to Set Up Visual Studio Code on Windows	35
3.5 How to Set Up Visual Studio Code on Linux	41
Review in "Introductory Knowledge"	45
Review Crossword Puzzles.....	45
Review Questions	47
Section 2 Getting Started with C++	49
Chapter 4 Introduction to Basic Algorithmic Concepts	51
4.1 What is an Algorithm?.....	51
4.2 The Algorithm for Making a Cup of Tea	51
4.3 Properties of an Algorithm	51
4.4 Okay About Algorithms. But What is a Computer Program Anyway?.....	52
4.5 The Three Parties!	52
4.6 The Three Main Stages Involved in Creating an Algorithm.....	52
4.7 Flowcharts.....	53

Exercise 4.7-1	Finding the Average Value of Three Numbers	55
4.8	What are "Reserved Words"?	56
4.9	What is the Difference Between a Statement and a Command?	56
4.10	What is Structured Programming?	56
4.11	The Three Fundamental Control Structures	56
Exercise 4.11-1	Understanding Control Structures Using Flowcharts	57
4.12	Your First C++ Program	57
4.13	What is the Difference Between a Syntax Error, a Logic Error, and a Runtime Error?	58
4.14	Commenting Your Code	59
4.15	User-Friendly Programs	60
4.16	Review Questions: True/False	60
4.17	Review Questions: Multiple Choice	61
Chapter 5	Variables and Constants	63
5.1	What is a Variable?	63
5.2	What is a Constant?	64
5.3	How Many Types of Variables and Constants Exist?	67
5.4	Rules for Naming Variables and Constants in C++	67
5.5	What Does the Phrase "Declare a Variable" Mean?	67
5.6	How to Declare Variables in C++	68
5.7	How to Declare Constants in C++	69
5.8	Review Questions: True/False	69
5.9	Review Questions: Multiple Choice	70
5.10	Review Exercises	71
Chapter 6	Handling Input and Output	73
6.1	Which Statement Outputs Messages and Results on a User's Screen?	73
6.2	How to Output Special Characters	74
6.3	Which Statement Lets the User Enter Data?	75
6.4	Review Questions: True/False	79
6.5	Review Questions: Multiple Choice	79
Chapter 7	Operators	81
7.1	The Value Assignment Operator	81
7.2	Arithmetic Operators	83
7.3	What is the Precedence of Arithmetic Operators?	83
7.4	Compound Assignment Operators	85
Exercise 7.4-1	Which C++ Statements are Syntactically Correct?	85
Exercise 7.4-2	Finding Variable Types	86
7.5	Incrementing/Decrementing Operators	86
7.6	String Operators	87
Exercise 7.6-1	Concatenating Names	87
7.7	Review Questions: True/False	88
7.8	Review Questions: Multiple Choice	89
7.9	Review Exercises	90
Chapter 8	Trace Tables	93
8.1	What is a Trace Table?	93
Exercise 8.1-1	Creating a Trace Table	94

Exercise 8.1-2	Swapping Values of Variables.....	94
Exercise 8.1-3	Swapping Values of Variables – An Alternative Approach.....	96
Exercise 8.1-4	Creating a Trace Table	97
Exercise 8.1-5	Creating a Trace Table	98
8.2	Review Questions: True/False.....	98
8.3	Review Exercises.....	99
Chapter 9	Using Visual Studio Code.....	101
9.1	Writing and Executing a C++ Program	101
9.2	What “Debugging” Means.....	103
9.3	Debugging C++ Programs.....	104
9.4	Review Exercises.....	109
Review in “Getting Started with C++”	111
Review Crossword Puzzles.....		111
Review Questions		113
Section 3	Sequence Control Structures.....	115
Chapter 10	Introduction to Sequence Control Structures	117
10.1	What is the Sequence Control Structure?.....	117
Exercise 10.1-1	Calculating the Area of a Rectangle.....	117
Exercise 10.1-2	Calculating the Area of a Circle	118
Exercise 10.1-3	Calculating Fuel Economy	119
Exercise 10.1-4	Where is the Car? Calculating Distance Traveled	120
Exercise 10.1-5	Kelvin to Fahrenheit.....	121
Exercise 10.1-6	Calculating Sales Tax.....	121
Exercise 10.1-7	Calculating a Sales Discount.....	122
Exercise 10.1-8	Calculating the Sales Tax Rate and Discount.....	123
10.2	Review Exercises.....	123
Chapter 11	Manipulating Numbers.....	127
11.1	Introduction	127
11.2	Useful Mathematical Functions (Subprograms), and More	128
Exercise 11.2-1	Calculating the Distance Between Two Points.....	135
Exercise 11.2-2	How Far Did the Car Travel?	137
11.3	Review Questions: True/False.....	137
11.4	Review Questions: Multiple Choice.....	138
11.5	Review Exercises.....	139
Chapter 12	Complex Mathematical Expressions	141
12.1	Writing Complex Mathematical Expressions.....	141
Exercise 12.1-1	Representing Mathematical Expressions in C++.....	141
Exercise 12.1-2	Writing a Mathematical Expression in C++.....	142
Exercise 12.1-3	Writing a Complex Mathematical Expression in C++	142
12.2	Review Exercises.....	144
Chapter 13	Exercises With a Quotient and a Remainder.....	147
13.1	Introduction	147
Exercise 13.1-1	Calculating the Quotient and Remainder of Integer Division	147
Exercise 13.1-2	Finding the Sum of Digits.....	148
Exercise 13.1-3	Displaying an Elapsed Time	152
Exercise 13.1-4	Reversing a Number.....	154

13.2	Review Exercises.....	155
Chapter 14 Manipulating Strings		157
14.1	Introduction	157
14.2	The Position of a Character in a String.....	157
14.3	Useful String Functions/Methods (Subprograms), and More.....	157
	Exercise 14.3-1 Displaying a String Backwards	162
	Exercise 14.3-2 Switching the Order of Names	163
	Exercise 14.3-3 Creating a Login ID	164
	Exercise 14.3-4 Creating a Random Word	165
	Exercise 14.3-5 Finding the Sum of Digits.....	166
14.4	Review Questions: True/False.....	167
14.5	Review Questions: Multiple Choice.....	167
14.6	Review Exercises.....	169
Review in "Sequence Control Structures"		171
	Review Crossword Puzzle.....	171
	Review Questions	171
Section 4 Decision Control Structures.....		173
Chapter 15 Making Questions.....		175
15.1	Introduction	175
15.2	What is a Boolean Expression?	175
15.3	How to Write Simple Boolean Expressions.....	175
	Exercise 15.3-1 Filling in the Table	176
15.4	Logical Operators and Complex Boolean Expressions	176
15.5	Assigning the Result of a Boolean Expression to a Variable.....	178
15.6	What is the Order of Precedence of Logical Operators?.....	178
15.7	What is the Order of Precedence of Arithmetic, Comparison, and Logical Operators?	179
	Exercise 15.7-1 Filling in the Truth Table.....	179
	Exercise 15.7-2 Calculating the Results of Complex Boolean Expressions	181
	Exercise 15.7-3 Converting English Sentences to Boolean Expressions	181
15.8	How to Negate Boolean Expressions.....	183
	Exercise 15.8-1 Negating Boolean Expressions.....	184
15.9	Review Questions: True/False.....	185
15.10	Review Questions: Multiple Choice.....	186
15.11	Review Exercises.....	187
Chapter 16 The Single-Alternative Decision Structure.....		189
16.1	The Single-Alternative Decision Structure	189
	Exercise 16.1-1 Trace Tables and Single-Alternative Decision Structures	191
	Exercise 16.1-2 The Absolute Value of a Number	192
16.2	Review Questions: True/False.....	193
16.3	Review Questions: Multiple Choice.....	194
16.4	Review Exercises.....	195
Chapter 17 The Dual-Alternative Decision Structure.....		199
17.1	The Dual-Alternative Decision Structure	199
	Exercise 17.1-1 Finding the Output Message	200
	Exercise 17.1-2 Trace Tables and Dual-Alternative Decision Structures	200

Exercise 17.1-3 Who is the Greatest?	201
Exercise 17.1-4 Finding Odd and Even Numbers	203
Exercise 17.1-5 Weekly Wages	204
17.2 Review Questions: True/False	205
17.3 Review Questions: Multiple Choice.....	206
17.4 Review Exercises.....	207
Chapter 18 The Multiple-Alternative Decision Structure	211
18.1 The Multiple-Alternative Decision Structure	211
Exercise 18.1-1 Trace Tables and Multiple-Alternative Decision Structures	212
Exercise 18.1-2 Counting the Digits	214
18.2 Review Questions: True/False.....	216
18.3 Review Exercises.....	217
Chapter 19 The Case Decision Structure	221
19.1 The Case Decision Structure	221
Exercise 19.1-1 The Days of the Week.....	222
19.2 Review Questions: True/False.....	224
19.3 Review Exercises.....	225
Chapter 20 Nested Decision Control Structures.....	229
20.1 What are Nested Decision Control Structures?	229
Exercise 20.1-1 Trace Tables and Nested Decision Control Structures	230
Exercise 20.1-2 Positive, Negative or Zero?	232
20.2 A Mistake That You Will Probably Make!.....	233
20.3 Review Questions: True/False.....	237
20.4 Review Exercises.....	237
Chapter 21 More about Flowcharts with Decision Control Structures	241
21.1 Introduction	241
21.2 Converting C++ Programs to Flowcharts	241
Exercise 21.2-1 Designing the Flowchart	242
Exercise 21.2-2 Designing the Flowchart	243
Exercise 21.2-3 Designing the Flowchart	245
21.3 Converting Flowcharts to C++ Programs	246
Exercise 21.3-1 Writing the C++ Program.....	247
Exercise 21.3-2 Writing the C++ Program.....	248
Exercise 21.3-3 Writing the C++ Program.....	249
21.4 Review Exercises.....	252
Chapter 22 Tips and Tricks with Decision Control Structures.....	259
22.1 Introduction	259
22.2 Choosing a Decision Control Structure.....	259
22.3 Streamlining the Decision Control Structure.....	259
Exercise 22.3-1 “Shrinking” the Algorithm	260
Exercise 22.3-2 “Shrinking” the C++ Program.....	261
Exercise 22.3-3 “Shrinking” the Algorithm	262
22.4 Logical Operators – to Use, or not to Use: That is the Question!.....	265
Exercise 22.4-1 Rewriting the Code	266
Exercise 22.4-2 Rewriting the Code	267
22.5 Merging Two or More Single-Alternative Decision Structures.....	268

Exercise 22.5-1	Merging the Decision Control Structures	268
Exercise 22.5-2	Merging the Decision Control Structures	269
22.6	Replacing Two Single-Alternative Decision Structures with a Dual-Alternative One.....	271
Exercise 22.6-1	“Merging” the Decision Control Structures.....	271
22.7	Put the Boolean Expressions Most Likely to be True First.....	272
Exercise 22.7-1	Rearranging the Boolean Expressions	273
22.8	Why is Code Indentation so Important?	274
22.9	Review Questions: True/False.....	275
22.10	Review Questions: Multiple Choice.....	275
22.11	Review Exercises.....	278
Chapter 23	More Exercises with Decision Control Structures	283
23.1	Simple Exercises with Decision Control Structures	283
Exercise 23.1-1	Both Odds or Both Evens?.....	283
Exercise 23.1-2	Is it an Integer?.....	283
Exercise 23.1-3	Validating Data Input and Finding Odd and Even Numbers.....	284
Exercise 23.1-4	Converting Gallons to Liters, and Vice Versa	286
Exercise 23.1-5	Converting Gallons to Liters, and Vice Versa (with Data Validation)	287
Exercise 23.1-6	Where is the Tollkeeper?.....	288
Exercise 23.1-7	The Most Scientific Calculator Ever!	290
23.2	Decision Control Structures in Solving Mathematical Problems.....	290
Exercise 23.2-1	Finding the Value of y	290
Exercise 23.2-2	Finding the Values of y	291
Exercise 23.2-3	Solving the Linear Equation $ax + b = 0$	293
Exercise 23.2-4	Solving the Quadratic Equation $ax^2 + bx + c = 0$	294
23.3	Finding Minimum and Maximum Values with Decision Control Structures	297
Exercise 23.3-1	Finding the Name of the Heaviest Person	298
23.4	Exercises with Series of Consecutive Ranges of Values.....	299
Exercise 23.4-1	Calculating the Discount	300
Exercise 23.4-2	Validating Data Input and Calculating the Discount.....	302
Exercise 23.4-3	Sending a Parcel.....	304
Exercise 23.4-4	Finding the Values of y	307
Exercise 23.4-5	Progressive Rates and Electricity Consumption	310
Exercise 23.4-6	Progressive Rates and Text Messaging Services.....	311
23.5	Exercises of a General Nature with Decision Control Structures	312
Exercise 23.5-1	Finding a Leap Year.....	312
Exercise 23.5-2	Displaying the Days of the Month.....	313
Exercise 23.5-3	Is the Number a Palindrome?.....	315
Exercise 23.5-4	Checking for Proper Capitalization and Punctuation	317
23.6	Review Exercises.....	318
	Review in “Decision Control Structures”	323
	Review Crossword Puzzle.....	323
	Review Questions	323
Section 5	Loop Control Structures	325
Chapter 24	Introduction to Loop Control Structures.....	327
24.1	What is a Loop Control Structure?	327
24.2	From Sequence Control to Loop Control Structures	327
24.3	Review Questions: True/False.....	329

Chapter 25 Pre-Test, Mid-Test and Post-Test Loop Structures.....	331
25.1 The Pre-Test Loop Structure.....	331
Exercise 25.1-1 Designing the Flowchart and Counting the Total Number of Iterations.....	332
Exercise 25.1-2 Counting the Total Number of Iterations.....	333
Exercise 25.1-3 Designing the Flowchart and Counting the Total Number of Iterations.....	333
Exercise 25.1-4 Counting the Total Number of Iterations.....	334
Exercise 25.1-5 Finding the Sum of Four Numbers	334
Exercise 25.1-6 Finding the Sum of Odd Numbers.....	335
Exercise 25.1-7 Finding the Sum of N Numbers.....	336
Exercise 25.1-8 Finding the Sum of an Unknown Quantity of Numbers	337
Exercise 25.1-9 Finding the Product of 20 Numbers	339
25.2 The Post-Test Loop Structure.....	340
Exercise 25.2-1 Designing the Flowchart and Counting the Total Number of Iterations.....	341
Exercise 25.2-2 Counting the Total Number of Iterations.....	342
Exercise 25.2-3 Designing the Flowchart and Counting the Total Number of Iterations.....	342
Exercise 25.2-4 Counting the Total Number of Iterations.....	343
Exercise 25.2-5 Finding the Product of N Numbers	344
25.3 The Mid-Test Loop Structure.....	345
Exercise 25.3-1 Designing the Flowchart and Counting the Total Number of Iterations.....	346
25.4 Review Questions: True/False.....	347
25.5 Review Questions: Multiple Choice.....	349
25.6 Review Exercises.....	352
Chapter 26 The for statement	357
26.1 The for statement.....	357
Exercise 26.1-1 Creating the Trace Table.....	360
Exercise 26.1-2 Creating the Trace Table.....	361
Exercise 26.1-3 Counting the Total Number of Iterations.....	362
Exercise 26.1-4 Finding the Sum of Four Numbers	363
Exercise 26.1-5 Finding the Square Roots from 0 to N	364
Exercise 26.1-6 Finding the Sum of $1 + 2 + 3 + \dots + 100$	364
Exercise 26.1-7 Finding the Product of $2 \times 4 \times 6 \times 8 \times 10$	366
Exercise 26.1-8 Finding the Sum of $2^2 + 4^2 + 6^2 + \dots (2N)^2$	367
Exercise 26.1-9 Finding the Sum of $3^3 + 6^6 + 9^9 + \dots (3N)^{3N}$	367
Exercise 26.1-10 Finding the Average Value of Positive Numbers	368
Exercise 26.1-11 Counting the Vowels	369
26.2 Rules that Apply to For-Loops.....	369
Exercise 26.2-1 Counting the Total Number of Iterations.....	370
Exercise 26.2-2 Counting the Total Number of Iterations.....	370
Exercise 26.2-3 Counting the Total Number of Iterations.....	371
Exercise 26.2-4 Counting the Total Number of Iterations.....	372
Exercise 26.2-5 Finding the Sum of N Numbers.....	372
26.3 Review Questions: True/False.....	373
26.4 Review Questions: Multiple Choice.....	374
26.5 Review Exercises.....	376
Chapter 27 Nested Loop Control Structures.....	381
27.1 What is a Nested Loop?	381
Exercise 27.1-1 Say "Hello Zeus". Counting the Total Number of Iterations.....	382
Exercise 27.1-2 Creating the Trace Table.....	383

27.2	Rules that Apply to Nested Loops.....	384
	Exercise 27.2-1 Breaking the First Rule.....	384
	Exercise 27.2-2 Breaking the Second Rule.....	385
27.3	Review Questions: True/False.....	385
27.4	Review Questions: Multiple Choice.....	387
27.5	Review Exercises.....	388
Chapter 28 Tips and Tricks with Loop Control Structures		391
28.1	Introduction	391
28.2	Choosing a Loop Control Structure.....	391
28.3	The “Ultimate” Rule.....	391
28.4	Breaking Out of a Loop	395
28.5	Cleaning Out Your Loops	397
	Exercise 28.5-1 Cleaning Out the Loop.....	397
	Exercise 28.5-2 Cleaning Out the Loop.....	398
28.6	Endless Loops and How to Avoid Them	399
28.7	The “From Inner to Outer” Method.....	400
28.8	Review Questions: True/False.....	401
28.9	Review Questions: Multiple Choice.....	402
28.10	Review Exercises.....	403
Chapter 29 Flowcharts with Loop Control Structures.....		407
29.1	Introduction	407
29.2	Converting C++ Programs to Flowcharts	407
	Exercise 29.2-1 Designing the Flowchart Fragment	408
	Exercise 29.2-2 Designing the Flowchart Fragment	409
	Exercise 29.2-3 Designing the Flowchart.....	410
	Exercise 29.2-4 Designing the Flowchart Fragment	411
	Exercise 29.2-5 Designing the Flowchart.....	412
	Exercise 29.2-6 Designing the Flowchart.....	413
29.3	Converting Flowcharts to C++ Programs	414
	Exercise 29.3-1 Writing the C++ Program	415
	Exercise 29.3-2 Writing the C++ Program	416
	Exercise 29.3-3 Writing the C++ Program	417
	Exercise 29.3-4 Writing the C++ Program	418
29.4	Review Exercises.....	421
Chapter 30 More Exercises with Loop Control Structures		429
30.1	Simple Exercises with Loop Control Structures.....	429
	Exercise 30.1-1 Counting the Numbers According to Which is Greater.....	429
	Exercise 30.1-2 Counting the Numbers According to Their Digits	430
	Exercise 30.1-3 How Many Numbers Fit in a Sum	430
	Exercise 30.1-4 Finding the Total Number of Positive Integers.....	431
	Exercise 30.1-5 Iterating as Many Times as the User Wishes	432
	Exercise 30.1-6 Finding the Sum of the Digits.....	433
30.2	Exercises with Nested Loop Control Structures	436
	Exercise 30.2-1 Displaying all Three-Digit Integers that Contain a Given Digit.....	436
	Exercise 30.2-2 Displaying all Instances of a Specified Condition	438
30.3	Data Validation with Loop Control Structures.....	439
	Exercise 30.3-1 Finding Odd and Even Numbers - Validation Without Error Messages	441

Exercise 30.3-2	Finding Odd and Even Numbers - Validation with One Error Message	442
Exercise 30.3-3	Finding Odd and Even Numbers - Validation with Individual Error Messages.....	442
Exercise 30.3-4	Finding the Sum of Four Numbers	443
30.4	Using Loop Control Structures to Solve Mathematical Problems	444
Exercise 30.4-1	Calculating the Area of as Many Triangles as the User Wishes	444
Exercise 30.4-2	Finding x and y.....	446
Exercise 30.4-3	The Russian Multiplication Algorithm	446
Exercise 30.4-4	Finding the Number of Divisors	448
Exercise 30.4-5	Is the Number a Prime?	450
Exercise 30.4-6	Finding all Prime Numbers from 1 to N.....	451
Exercise 30.4-7	Heron's Square Root	452
Exercise 30.4-8	Calculating π	454
Exercise 30.4-9	Approximating a Real with a Fraction.....	455
30.5	Finding Minimum and Maximum Values with Loop Control Structures.....	456
Exercise 30.5-1	Validating and Finding the Minimum and the Maximum Value.....	458
Exercise 30.5-2	Validating and Finding the Hottest Planet.....	459
Exercise 30.5-3	"Making the Grade"	461
30.6	Exercises of a General Nature with Loop Control Structures.....	463
Exercise 30.6-1	Fahrenheit to Kelvin, from 0 to 100	463
Exercise 30.6-2	Rice on a Chessboard	463
Exercise 30.6-3	Just a Poll	464
Exercise 30.6-4	Is the Message a Palindrome?.....	465
30.7	Review Questions: True/False.....	468
30.8	Review Exercises.....	469
	<i>Review in "Loop Control Structures"</i>	<i>475</i>
	Review Crossword Puzzle	475
	Review Questions	475
Section 6	Data Structures in C++.....	477
	<i>Chapter 31 One-Dimensional Arrays and Maps</i>	<i>479</i>
31.1	Introduction	479
31.2	What is an Array?.....	480
Exercise 31.2-1	Designing an Array	481
Exercise 31.2-2	Designing Arrays.....	482
Exercise 31.2-3	Designing Arrays.....	482
31.3	Creating One-Dimensional Arrays in C++	483
31.4	How to Get Values from a One-Dimensional Array.....	484
Exercise 31.4-1	Creating the Trace Table.....	485
Exercise 31.4-2	Using a Non-Existing Index.....	485
31.5	How to Alter the Value of an Array Element.....	486
31.6	How to Iterate Through a One-Dimensional Array.....	486
Exercise 31.6-1	Finding the Sum.....	487
31.7	How to Add User-Entered Values to a One-Dimensional Array.....	488
Exercise 31.7-1	Displaying Words in Reverse Order	489
Exercise 31.7-2	Displaying Positive Numbers in Reverse Order	490
Exercise 31.7-3	Finding the Average Value	490
Exercise 31.7-4	Displaying Reals Only.....	491
Exercise 31.7-5	Displaying Elements with Odd-Numbered Indexes.....	492
Exercise 31.7-6	Displaying Even Numbers in Odd-Numbered Index Positions.....	493

31.8	What is a Map?	494
31.9	Creating Unordered Maps in C++.....	494
31.10	How to Get a Value from an Unordered Map.....	495
	Exercise 31.10-1 Using a Non-Existing Key in Unordered Maps	496
31.11	How to Alter the Value of a Map Element	496
	Exercise 31.11-1 Assigning a Value to a Non-Existing Key.....	496
31.12	How to Iterate Through a Map.....	497
31.13	Review Questions: True/False.....	498
31.14	Review Questions: Multiple Choice.....	500
31.15	Review Exercises.....	503
Chapter 32 Two-Dimensional Arrays.....		507
32.1	Creating Two-Dimensional Arrays in C++	507
32.2	How to Get Values from Two-Dimensional Arrays.....	508
	Exercise 32.2-1 Creating the Trace Table.....	509
32.3	How to Iterate Through a Two-Dimensional Array.....	510
32.4	How to Add User-Entered Values to a Two-Dimensional Array.....	513
	Exercise 32.4-1 Displaying Reals Only.....	514
	Exercise 32.4-2 Displaying Odd Columns Only.....	515
32.5	What's the Story on Variables <i>i</i> and <i>j</i> ?.....	515
32.6	Square Matrices	515
	Exercise 32.6-1 Finding the Sum of the Elements of the Main Diagonal	516
	Exercise 32.6-2 Finding the Sum of the Elements of the Antidiagonal	518
	Exercise 32.6-3 Filling in the Array	519
32.7	Review Questions: True/False.....	520
32.8	Review Questions: Multiple Choice.....	522
32.9	Review Exercises.....	524
Chapter 33 Tips and Tricks with Arrays.....		529
33.1	Introduction	529
33.2	Processing Each Row Individually.....	529
	Exercise 33.2-1 Finding the Average Value.....	530
33.3	Processing Each Column Individually	532
	Exercise 33.3-1 Finding the Average Value.....	534
33.4	How to Use More Than One Data Structures in a Program.....	536
	Exercise 33.4-1 Finding the Average Value of Two Grades.....	536
	Exercise 33.4-2 Finding the Average Value of More than Two Grades.....	537
	Exercise 33.4-3 Using an Array Along with an Unordered Map.....	540
33.5	Creating a One-Dimensional Array from a Two-Dimensional Array.....	541
33.6	Creating a Two-Dimensional Array from a One-Dimensional Array.....	542
33.7	Review Questions: True/False.....	544
33.8	Review Questions: Multiple Choice.....	545
33.9	Review Exercises.....	546
Chapter 34 More Exercises with Arrays.....		549
34.1	Simple Exercises with Arrays.....	549
	Exercise 34.1-1 Creating an Array that Contains the Average Values of its Neighboring Elements.....	549
	Exercise 34.1-2 Creating an Array with the Greatest Values	550
	Exercise 34.1-3 Merging One-Dimensional Arrays.....	551

Exercise 34.1-4	Merging Two-Dimensional Arrays	552
Exercise 34.1-5	Creating Two Arrays – Separating Positive from Negative Values.....	553
Exercise 34.1-6	Creating an Array with Those who Contain Digit 5	555
34.2	Data Validation with Arrays	556
Exercise 34.2-1	Displaying Odds in Reverse Order – Validation Without Error Messages.....	558
Exercise 34.2-2	Displaying Odds in Reverse Order – Validation with One Error Message	558
Exercise 34.2-3	Displaying Odds in Reverse Order – Validation with Individual Error Messages.....	559
34.3	Finding Minimum and Maximum Values in Arrays	560
Exercise 34.3-1	Which Depth is the Greatest?.....	560
Exercise 34.3-2	Which Lake is the Deepest?	561
Exercise 34.3-3	Which Lake, in Which Country, Having Which Average Area, is the Deepest?	562
Exercise 34.3-4	Which Students Have got the Greatest Grade?.....	564
Exercise 34.3-5	Finding the Minimum Value of a Two-Dimensional Array.....	565
Exercise 34.3-6	Finding the City with the Coldest Day	567
Exercise 34.3-7	Finding the Minimum and the Maximum Value of Each Row	568
34.4	Sorting Arrays.....	571
Exercise 34.4-1	The Bubble Sort Algorithm – Sorting One-Dimensional Arrays with Numeric Values.....	572
Exercise 34.4-2	Sorting One-Dimensional Arrays with Alphanumeric Values.....	576
Exercise 34.4-3	Sorting One-Dimensional Arrays While Preserving the Relationship with a Second Array ..	577
Exercise 34.4-4	Sorting Last and First Names.....	578
Exercise 34.4-5	Sorting a Two-Dimensional Array.....	581
Exercise 34.4-6	The Modified Bubble Sort Algorithm – Sorting One-Dimensional Arrays	582
Exercise 34.4-7	The Five Best Scorers	584
Exercise 34.4-8	The Selection Sort Algorithm – Sorting One-Dimensional Arrays	586
Exercise 34.4-9	Sorting One-Dimensional Arrays While Preserving the Relationship with a Second Array ..	588
Exercise 34.4-10	The Insertion Sort Algorithm – Sorting One-Dimensional Arrays.....	589
Exercise 34.4-11	The Three Worst Elapsed Times	591
34.5	Searching Elements in Data Structures.....	593
Exercise 34.5-1	The Linear Search Algorithm – Searching in a One-Dimensional Array that may Contain the Same Value Multiple Times.....	593
Exercise 34.5-2	Display the Last Names of All Those People Who Have the Same First Name	594
Exercise 34.5-3	The Linear Search Algorithm – Searching in a One-Dimensional Array that Contains Unique Values	595
Exercise 34.5-4	Searching for a Given Social Security Number	597
Exercise 34.5-5	The Linear Search Algorithm – Searching in a Two-Dimensional Array that May Contain the Same Value Multiple Times.....	598
Exercise 34.5-6	Searching for Wins, Losses and Ties	599
Exercise 34.5-7	The Linear Search Algorithm – Searching in a Two-Dimensional Array that Contains Unique Values	600
Exercise 34.5-8	Checking if a Value Exists in all Columns	602
Exercise 34.5-9	The Binary Search Algorithm – Searching in a Sorted One-Dimensional Array	604
Exercise 34.5-10	Display all the Historical Events for a Country	606
Exercise 34.5-11	Searching in Each Column of a Two-Dimensional Array.....	608
34.6	Exercises of a General Nature with Arrays	611
Exercise 34.6-1	On Which Days was There a Possibility of Snow?	611
Exercise 34.6-2	Was There Any Possibility of Snow?	611
Exercise 34.6-3	In Which Cities was There a Possibility of Snow?.....	613
Exercise 34.6-4	Display from Highest to Lowest Grades by Student, and in Alphabetical Order	616
Exercise 34.6-5	Archery at the Summer Olympics.....	618

34.7	Review Questions: True/False.....	620
34.8	Review Exercises.....	621
	Review in “Data Structures in C++”	631
	Review Crossword Puzzle.....	631
	Review Questions	631
	Section 7 Subprograms	633
	Chapter 35 Introduction to Subprograms	635
35.1	What Exactly is a Subprogram?.....	635
35.2	What is Procedural Programming?.....	635
35.3	What is Modular Programming?	636
35.4	Review Questions: True/False.....	637
	Chapter 36 User-Defined Subprograms.....	639
36.1	Subprograms that Return Values.....	639
36.2	How to Make a Call to a Function	640
36.3	Subprograms that Return no Values	642
36.4	How to Make a Call to a void Function	643
36.5	Formal and Actual Arguments	644
36.6	How Does a Function Execute?.....	645
	Exercise 36.6-1 Back to Basics – Calculating the Sum of Two Numbers	646
	Exercise 36.6-2 Calculating the Sum of Two Numbers Using Fewer Lines of Code!	648
36.7	How Does a void Function Execute?.....	648
	Exercise 36.7-1 Back to Basics – Displaying the Absolute Value of a Number	650
36.8	Review Questions: True/False.....	651
36.9	Review Exercises.....	653
	Chapter 37 Tips and Tricks with Subprograms	659
37.1	Can Two Subprograms use Variables of the Same Name?.....	659
37.2	Can a Subprogram Call Another Subprogram?.....	660
37.3	Passing Arguments by Value and by Reference	661
	Exercise 37.3-1 Finding the Logic Error	663
37.4	Passing and/or Returning an Array.....	664
37.5	Default Argument Values (Optional Arguments)	668
37.6	Overloading Functions	668
37.7	The Scope of a Variable	671
37.8	Converting Parts of Code into Subprograms	673
37.9	Recursion.....	678
	Exercise 37.9-1 Calculating the Fibonacci Sequence Recursively	679
37.10	Review Questions: True/False.....	681
37.11	Review Exercises.....	682
	Chapter 38 More Exercises with Subprograms	689
38.1	Simple Exercises with Subprograms.....	689
	Exercise 38.1-1 Designing the Flowchart.....	689
	Exercise 38.1-2 Designing the Flowchart.....	690
	Exercise 38.1-3 A Simple Currency Converter.....	691
	Exercise 38.1-4 A More Complete Currency Converter.....	692
	Exercise 38.1-5 Finding the Average Values of Positive Integers.....	694

Exercise 38.1-6 Finding the Sum of Odd Positive Integers	695
Exercise 38.1-7 Finding the Values of y	696
38.2 Exercises of a General Nature with Subprograms	698
Exercise 38.2-1 Validating Data Input Using a Subprogram	698
Exercise 38.2-2 Sorting an Array Using a Subprogram	699
Exercise 38.2-3 Progressive Rates and Electricity Consumption	701
Exercise 38.2-4 Roll, Roll, Roll the... Dice!	702
Exercise 38.2-5 How Many Times Does Each Number of the Dice Appear?	703
38.3 Review Exercises	706
<i>Review in "Subprograms"</i>	715
Review Crossword Puzzle	715
Review Questions	716
Section 8 Object-Oriented Programming	717
<i>Chapter 39 Introduction to Object-Oriented Programming</i>	719
39.1 What is Object-Oriented Programming?	719
39.2 Classes and Objects in C++	720
39.3 The Constructor and the Keyword <code>this</code>	722
39.4 Passing Initial Values to the Constructor	724
Exercise 39.4-1 Historical Events	725
39.5 Getter and Setter Methods	726
Exercise 39.5-1 The Roman Numerals	729
39.6 Can a Method Call Another Method of the Same Class?	731
Exercise 39.6-1 Doing Math	732
39.7 Class Inheritance	733
39.8 Review Questions: True/False	737
39.9 Review Exercises	737
<i>Review in "Object-Oriented Programming"</i>	743
Review Crossword Puzzle	743
Review Questions	743
Some Final Words from the Author	745
Index	747
Some of my Books	753