

Table of Contents

Preface	21
About the Authors.....	23
Acknowledgments	24
How This Book is Organized	24
Who Should Buy This Book?	24
Where to Find Answers to Review Questions and Exercises	24
How to Report Errata	25
Conventions Used in This Book	26
Section 1 Introductory Knowledge	29
Chapter 1 How a Computer Works	31
1.1 Introduction.....	31
1.2 What is Hardware?	31
1.3 What is Software?.....	32
1.4 How a Computer Executes (Runs) a Program	32
1.5 Compilers and Interpreters	32
1.6 What is Source Code?.....	33
1.7 Review Questions: True/False	33
1.8 Review Questions: Multiple Choice	34
Chapter 2 C++	37
2.1 What is C++?	37
2.2 What is the Difference Between a Script and a Program?.....	37
2.3 Why You Should Learn C++	37
2.4 How C++ Works	38
Chapter 3 Software Packages to Install	39
3.1 Boost C++ Libraries	39
3.2 How to Set Up Boost C++ Libraries	39
3.3 Installing the C++ Compiler and the Debugger for Windows	39
3.4 NetBeans IDE.....	44
3.5 How to Set Up NetBeans IDE.....	44
Review Questions in “Introductory Knowledge”	49
Section 2 Getting Started with C++	51
Chapter 4 Introduction to Basic Algorithmic Concepts	53
4.1 What is an Algorithm?	53
4.2 The Algorithm for Making a Cup of Tea.....	53
4.3 Properties of an Algorithm.....	53
4.4 Okay About Algorithms. But What is a Computer Program Anyway?	54
4.5 The Party of Three!.....	54
4.6 The Three Main Stages Involved in Creating an Algorithm	54
4.7 Flowcharts	55
Exercise 4.7-1 Finding the Average Value of Three Numbers.....	57

4.8	What are "Reserved Words"?	57
4.9	What is the Difference Between a Statement and a Command?	58
4.10	What is Structured Programming?	58
4.11	The Three Fundamental Control Structures	58
	Exercise 4.11-1 Understanding Control Structures Using Flowcharts	59
4.12	Your First C++ Program	60
4.13	What is the Difference Between Syntax Errors and Logic Errors?	60
4.14	Commenting Your Code	61
4.15	User-Friendly Programs	62
4.16	Review Questions: True/False	62
4.17	Review Questions: Multiple Choice	63
Chapter 5 Variables and Constants		65
5.1	What is a Variable?	65
5.2	What is a Constant?	67
5.3	How Many Types of Variables and Constants Exist in C++?	69
5.4	Rules for Naming Variables in C++	70
5.5	Rules for Naming Constants in C++	70
5.6	What Does the Phrase "Declare a Variable" Mean?	71
5.7	How to Declare Variables in C++	71
5.8	How to Declare Constants in C++	72
5.9	Review Questions: True/False	73
5.10	Review Questions: Multiple Choice	73
5.11	Review Exercises	74
Chapter 6 Handling Input and Output		75
6.1	Which Statement Outputs Messages and Results on a User's Screen?	75
6.2	How to Output Special Characters	76
6.3	Which Statement Lets the User Enter Data?	78
6.4	Review Questions: True/False	80
6.5	Review Questions: Multiple Choice	80
Chapter 7 Operators		83
7.1	The Value Assignment Operator	83
7.2	Arithmetic Operators	85
7.3	What is the Precedence of Arithmetic Operators?	86
7.4	Compound Assignment Operators	87
	Exercise 7.4-1 Which C++ Statements are Syntactically Correct?	88
	Exercise 7.4-2 Finding Variable Types	88
7.5	Incrementing/Decrementing Operators	88
7.6	String Operators	90
	Exercise 7.6-1 Concatenating Names	90
7.7	Review Questions: True/False	91
7.8	Review Questions: Multiple Choice	92
7.9	Review Exercises	93
Chapter 8 Trace Tables		95
8.1	What is a Trace Table?	95

Exercise 8.1-1	Creating a Trace Table.....	96
Exercise 8.1-2	Swapping Values of Variables.....	96
Exercise 8.1-3	Swapping Values of Variables – A Second Approach.....	99
Exercise 8.1-4	Creating a Trace Table.....	99
Exercise 8.1-5	Creating a Trace Table.....	100
8.2	Review Questions: True/False	101
8.3	Review Exercises	101
Chapter 9 Using NetBeans IDE		103
9.1	Creating a New C++Project	103
9.2	Writing and Executing a C++ Program.....	105
9.3	What "Debugging" Means	108
9.4	Debugging C++ Programs with NetBeans IDE.....	109
9.5	Review Exercises	115
Review Questions in "Getting Started with C++"		117
Section 3 Sequence Control Structures.....		119
Chapter 10 Introduction to Sequence Control Structures		121
10.1	What is the Sequence Control Structure?	121
Exercise 10.1-1	Calculating the Area of a Parallelogram.....	121
Exercise 10.1-2	Calculating the Area of a Circle.....	122
Exercise 10.1-3	Calculating Fuel Economy.....	123
Exercise 10.1-4	Where is the Car? Calculating Distance Traveled.....	123
Exercise 10.1-5	Kelvin to Fahrenheit.....	124
Exercise 10.1-6	Calculating Sales Tax	125
Exercise 10.1-7	Calculating a Sales Discount	126
Exercise 10.1-8	Calculating the Sales Tax Rate and Discount	126
10.2	Review Exercises	127
Chapter 11 Manipulating Numbers.....		129
11.1	Introduction.....	129
11.2	Useful Mathematical Functions.....	130
Exercise 11.2-1	Calculating the Distance Between Two Points	136
Exercise 11.2-2	How Far Did the Car Travel?	138
11.3	Review Questions: True/False	139
11.4	Review Questions: Multiple Choice	139
11.5	Review Exercises	140
Chapter 12 Complex Mathematical Expressions		143
12.1	Writing Complex Mathematical Expressions	143
Exercise 12.1-1	Representing Mathematical Expressions in C++	143
Exercise 12.1-2	Writing a Mathematical Expression in C++	144
Exercise 12.1-3	Writing a Complex Mathematical Expression in C++	144
12.2	Review Exercises	146
Chapter 13 Exercises With a Quotient and a Remainder		149
13.1	Introduction.....	149
Exercise 13.1-1	Calculating the Quotient and Remainder of Integer Division.....	149
Exercise 13.1-2	Finding the Sum of Digits	150

Exercise 13.1-3	Displaying an Elapsed Time	155
Exercise 13.1-4	Reversing a Number	156
13.2	Review Exercises	157
Chapter 14 Manipulating Strings		159
14.1	Introduction.....	159
14.2	The Position of a Character in a String	160
14.3	Retrieving an Individual Character From a String	160
Exercise 14.3-1	Displaying a String Backwards.....	161
14.4	Useful String Functions	162
Exercise 14.4-1	Switching the Order of Names.....	166
Exercise 14.4-2	Creating a Login ID.....	167
Exercise 14.4-3	Creating a Random Word.....	168
14.5	Review Questions: True/False	169
14.6	Review Questions: Multiple Choice.....	170
14.7	Review Exercises	171
Review Questions in "Sequence Control Structures"		173
Section 4 Decision Control Structures		175
Chapter 15 Introduction to Decision Control Structures		177
15.1	What is a Decision Control Structure?	177
15.2	What is a Boolean Expression?	177
15.3	How to Write Boolean Expressions	177
Exercise 15.3-1	Filling in the Table.....	178
15.4	Logical Operators and Complex Boolean Expressions	179
15.5	What is the Order of Precedence of Logical Operators?	180
15.6	What is the Order of Precedence of Arithmetic, Comparison, and Logical Operators?.....	180
Exercise 15.6-1	Filling in the Truth Table.....	181
Exercise 15.6-2	Calculating the Results of Complex Boolean Expressions.....	182
Exercise 15.6-3	Converting English Sentences to Boolean Expressions.....	183
15.7	How to Negate Boolean Expressions.....	184
Exercise 15.7-1	Negating Boolean Expressions	185
15.8	Review Questions: True/False	186
15.9	Review Questions: Multiple Choice.....	187
15.10	Review Exercises	188
Chapter 16 The Single-Alternative Decision Structure.....		191
16.1	The Single-Alternative Decision Structure	191
Exercise 16.1-1	Trace Tables and Single-Alternative Decision Structures.....	192
Exercise 16.1-2	The Absolute Value of a Number	193
16.2	Review Questions: True/False	194
16.3	Review Questions: Multiple Choice.....	195
16.4	Review Exercises	196
Chapter 17 The Dual-Alternative Decision Structure.....		199
17.1	The Dual-Alternative Decision Structure	199
Exercise 17.1-1	Finding the Output Message	199

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	206
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	215
18.3	Review Exercises	215
Chapter 19 The Case Decision Structure.....		219
19.1	The Case Decision Structure.....	219
Exercise 19.1-1	The Days of the Week.....	221
19.2	Review Questions: True/False	223
19.3	Review Exercises	224
Chapter 20 Nested Decision Control Structures		227
20.1	What are Nested Decision Control Structures?.....	227
Exercise 20.1-1	Trace Tables and Nested Decision Control Structures	228
Exercise 20.1-2	Positive, Negative or Zero?.....	230
20.2	A Mistake That You Will Probably Make!	231
20.3	Review Questions: True/False	235
20.4	Review Exercises	235
Chapter 21 Tips and Tricks with Decision Control Structures.....		239
21.1	Introduction.....	239
21.2	Choosing a Decision Control Structure	239
21.3	Streamlining the Decision Control Structure.....	239
Exercise 21.3-1	“Shrinking” the Algorithm	241
Exercise 21.3-2	“Shrinking” the C++ Program.....	241
Exercise 21.3-3	“Shrinking” the Algorithm	242
21.4	Logical Operators – to Use, or not to Use: That is the Question!	245
Exercise 21.4-1	Rewriting the Code.....	246
Exercise 21.4-2	Rewriting the Code.....	247
21.5	Merging Two or More Single-Alternative Decision Structures	248
Exercise 21.5-1	Merging the Decision Control Structures.....	249
Exercise 21.5-2	Merging the Decision Control Structures.....	250
21.6	Replacing Two Single-Alternative Decision Structures with a Dual-Alternative One	252
Exercise 21.6-1	“Merging” the Decision Control Structures	252
21.7	Put the Boolean Expressions Most Likely to be True First.....	254
Exercise 21.7-1	Rearranging the Boolean Expressions.....	255
21.8	Converting a Case Decision Structure to a Multiple-Alternative Decision Structure, and Vice Versa.....	256

Exercise 21.8-1	Converting the C++ Program.....	256
Exercise 21.8-2	Converting the C++ Program.....	258
Exercise 21.8-3	Converting the C++ Program.....	259
21.9	Converting a Multiple-Alternative Decision Structure to Nested Decision Control Structures, and Vice Versa.....	260
Exercise 21.9-1	Converting the C++ Program.....	260
Exercise 21.9-2	Converting the C++ Program.....	262
21.10	Converting a Case Decision Structure to Nested Decision Control Structures, and Vice Versa	263
Exercise 21.10-1	Converting the C++ Program.....	264
Exercise 21.10-2	Converting the C++ Program.....	265
21.11	What is Code Indentation and Why is it so Important?	266
21.12	Using the “From Inner to Outer” Method in Decision Control Structures	267
21.13	Review Questions: True/False	268
21.14	Review Questions: Multiple Choice.....	269
21.15	Review Exercises	272
Chapter 22 Flowcharts with Decision Control Structures		281
22.1	Introduction.....	281
22.2	Converting C++ Programs to Flowcharts	281
Exercise 22.2-1	Designing the Flowchart.....	282
Exercise 22.2-2	Designing the Flowchart.....	283
Exercise 22.2-3	Designing the Flowchart.....	284
Exercise 22.2-4	Designing the Flowchart.....	285
22.3	Converting Flowcharts to C++ Programs	286
Exercise 22.3-1	Writing the C++ Program	287
Exercise 22.3-2	Writing the C++ Program	288
Exercise 22.3-3	Writing the C++ Program	290
Exercise 22.3-4	Writing the C++ Program	291
Exercise 22.3-5	Writing the C++ Program	293
22.4	Review Exercises	295
Chapter 23 More Exercises with Decision Control Structures		301
23.1	Simple Exercises with Decision Control Structures.....	301
Exercise 23.1-1	Both Odds or Both Evens?.....	301
Exercise 23.1-2	Validating Data Input and Finding if a Number is Exactly Divisible by both 5 and 8.....	301
Exercise 23.1-3	Is it an Integer?.....	304
Exercise 23.1-4	Converting Gallons to Liters, and Vice Versa.....	305
Exercise 23.1-5	Converting Gallons to Liters, and Vice Versa (with Data Validation)	306
Exercise 23.1-6	Where is the Tollkeeper?.....	308
Exercise 23.1-7	The Most Scientific Calculator Ever!	309
23.2	Decision Control Structures in Solving Mathematical Problems	310
Exercise 23.2-1	Finding the Value of y.....	310
Exercise 23.2-2	Finding the Values of y	311
Exercise 23.2-3	Validating Data Input and Finding the Values of y.....	312
Exercise 23.2-4	Solving the Linear Equation $ax + b = 0$	313
Exercise 23.2-5	Solving the Quadratic Equation $ax^2 + bx + c = 0$	315
23.3	Finding Minimum and Maximum Values with Decision Control Structures	317

	Exercise 23.3-1 Finding the Name of the Heaviest Person	319
23.4	Exercises with Series of Consecutive Ranges of Values	320
	Exercise 23.4-1 Calculating the Discount.....	320
	Exercise 23.4-2 Validating Data Input and Calculating the Discount	322
	Exercise 23.4-3 Sending a Parcel.....	323
	Exercise 23.4-4 Finding the Values of y	325
	Exercise 23.4-5 Progressive Rates and Electricity Consumption.....	328
	Exercise 23.4-6 Progressive Rates, Electricity Consumption, Taxes, Data Validation and Code Optimization, All in One!.....	330
	Exercise 23.4-7 Progressive Rates and Text Messaging Services.....	332
23.5	Exercises of a General Nature with Decision Control Structures	333
	Exercise 23.5-1 Finding a Leap Year	333
	Exercise 23.5-2 Displaying the Days of the Month	334
	Exercise 23.5-3 Is the Number a Palindrome?.....	336
	Exercise 23.5-4 Checking for Proper Capitalization and Punctuation	337
23.6	Review Exercises	339
	Review Questions in "Decision Control Structures".....	343
Section 5 Loop Control Structures		345
Chapter 24 Introduction to Loop Control Structures		347
24.1	What is a Loop Control Structure?.....	347
24.2	From Sequence Control to Loop Control Structures.....	347
24.3	Review Questions: True/False	349
Chapter 25 The Pre-Test Loop Structure		351
25.1	The Pre-Test Loop Structure	351
	Exercise 25.1-1 Designing the Flowchart and Counting the Total Number of Iterations.....	352
	Exercise 25.1-2 Counting the Total Number of Iterations.....	353
	Exercise 25.1-3 Designing the Flowchart and Counting the Total Number of Iterations.....	354
	Exercise 25.1-4 Counting the Total Number of Iterations.....	355
	Exercise 25.1-5 Finding the Sum of 10 Numbers	355
	Exercise 25.1-6 Finding the Product of 20 Numbers.....	357
	Exercise 25.1-7 Finding the Product of N Numbers.....	358
	Exercise 25.1-8 Finding the Sum of Odd Numbers.....	358
	Exercise 25.1-9 Finding the Sum of an Unknown Quantity of Numbers.....	359
25.2	Review Questions: True/False	361
25.3	Review Questions: Multiple Choice	362
25.4	Review Exercises	364
Chapter 26 The Post-Test Loop Structure.....		367
26.1	The Post-Test Loop Structure	367
	Exercise 26.1-1 Designing the Flowchart and Counting the Total Number of Iterations.....	368
	Exercise 26.1-2 Counting the Total Number of Iterations.....	369
	Exercise 26.1-3 Designing the Flowchart and Counting the Total Number of Iterations.....	370
	Exercise 26.1-4 Counting the Total Number of Iterations.....	371

Exercise 26.1-5	Finding the Product of N Numbers.....	372
Exercise 26.1-6	Finding the Product of an Unknown Quantity of Numbers.....	373
26.2	Review Questions: True/False.....	374
26.3	Review Questions: Multiple Choice.....	375
26.4	Review Exercises.....	376
Chapter 27	Counted Loop Structures.....	381
27.1	Counted Loop Structures.....	381
Exercise 27.1-1	Designing the Flowchart and Creating the Trace Table.....	384
Exercise 27.1-2	Creating the Trace Table.....	386
Exercise 27.1-3	Counting the Total Number of Iterations.....	387
Exercise 27.1-4	Finding the Sum of 10 Numbers.....	388
Exercise 27.1-5	Finding the Square Roots from 0 to N.....	389
27.2	Rules that Apply to Counted Loop Structures.....	389
Exercise 27.2-1	Counting the Total Number of Iterations.....	389
Exercise 27.2-2	Counting the Total Number of Iterations.....	390
Exercise 27.2-3	Counting the Total Number of Iterations.....	391
Exercise 27.2-4	Counting the Total Number of Iterations.....	392
Exercise 27.2-5	Finding the Average Value of N Numbers.....	392
27.3	Review Questions: True/False.....	393
27.4	Review Questions: Multiple Choice.....	394
27.5	Review Exercises.....	397
Chapter 28	Nested Loop Control Structures.....	401
28.1	What is a Nested Loop?.....	401
Exercise 28.1-1	Say "Hello Zeus". Designing the Flowchart and Creating the Trace Table.....	402
Exercise 28.1-2	Creating the Trace Table.....	403
28.2	Rules that Apply to Nested Loops.....	405
Exercise 28.2-1	Breaking the First Rule.....	405
Exercise 28.2-2	Counting the Total Number of Iterations.....	406
28.3	Review Questions: True/False.....	407
28.4	Review Questions: Multiple Choice.....	407
28.5	Review Exercises.....	409
Chapter 29	Tips and Tricks with Loop Control Structures.....	413
29.1	Introduction.....	413
29.2	Choosing a Loop Control Structure.....	413
29.3	The "Ultimate" Rule.....	413
29.4	Breaking Out of a Loop.....	417
29.5	Cleaning Out Your Loops.....	420
Exercise 29.5-1	Cleaning Out the Loop.....	420
Exercise 29.5-2	Cleaning Out the Loop.....	421
29.6	Endless Loops and How to Avoid Them.....	422
29.7	Converting from a Counted Loop Structure to a Pre-Test Loop Structure.....	423
Exercise 29.7-1	Converting the C++ Program.....	424
Exercise 29.7-2	Converting the C++ Program.....	425
29.8	Converting from a Pre-Test Loop Structure to a Counted Loop Structure.....	427
Exercise 29.8-1	Converting the C++ Program.....	427

Exercise 29.8-2	Converting the C++ Program.....	429
Exercise 29.8-3	Converting the C++ Program.....	430
Exercise 29.8-4	Converting the C++ Program.....	432
Exercise 29.8-5	Converting the C++ Program.....	434
29.9	Converting from a Post-Test Loop Structure to a Pre-Test Loop Structure.....	435
Exercise 29.9-1	Converting the C++ Program.....	436
Exercise 29.9-2	Converting the C++ Program.....	437
Exercise 29.9-3	Converting the C++ Program.....	438
29.10	Converting from a Pre-Test Loop Structure to a Post-Test Loop Structure.....	440
Exercise 29.10-1	Converting the C++ Program.....	440
Exercise 29.10-2	Converting the C++ Program.....	441
Exercise 29.10-3	Converting the C++ Program.....	442
29.11	Converting from a Counted Loop Structure to a Post-Test Loop Structure.....	443
Exercise 29.11-1	Converting the C++ Program.....	444
Exercise 29.11-2	Converting the C++ Program.....	446
29.12	Converting from a Post-Test Loop Structure to a Counted Loop Structure.....	447
Exercise 29.12-1	Converting the C++ Program.....	449
Exercise 29.12-2	Converting the C++ Program.....	450
29.13	Using the “From Inner to Outer” Method in Loop Control Structures.....	452
29.14	Review Questions: True/False.....	453
29.15	Review Questions: Multiple Choice.....	455
29.16	Review Exercises.....	457
Chapter 30 Flowcharts with Loop Control Structures.....		463
30.1	Introduction.....	463
30.2	Converting C++ Programs to Flowcharts.....	463
Exercise 30.2-1	Designing the Flowchart.....	464
Exercise 30.2-2	Designing the Flowchart.....	465
Exercise 30.2-3	Designing the Flowchart.....	466
Exercise 30.2-4	Designing the Flowchart.....	467
Exercise 30.2-5	Designing the Flowchart.....	468
Exercise 30.2-6	Designing the Flowchart.....	470
Exercise 30.2-7	Designing the Flowchart.....	471
30.3	Converting Flowcharts to C++ Programs.....	471
Exercise 30.3-1	Writing the C++ Program.....	472
Exercise 30.3-2	Writing the C++ Program.....	473
Exercise 30.3-3	Writing the C++ Program.....	474
Exercise 30.3-4	Writing the C++ Program.....	476
30.4	Review Exercises.....	479
Chapter 31 More Exercises with Loop Control Structures.....		487
31.1	Simple Exercises with Loop Control Structures.....	487
Exercise 31.1-1	Finding the Sum of $1 + 2 + 3 + \dots + 100$	487
Exercise 31.1-2	Finding the Product of $2 \times 4 \times 6 \times 8 \times 10$	488
Exercise 31.1-3	Finding the Sum of $2^2 + 4^2 + 6^2 + \dots (2N)^2$	489
Exercise 31.1-4	Finding the Sum of $3^3 + 6^6 + 9^9 + \dots (3N)^{3N}$	490
Exercise 31.1-5	Finding the Average Value of Positive Numbers.....	490
Exercise 31.1-6	Counting the Numbers According to Which is Greater.....	491
Exercise 31.1-7	Counting the Numbers According to Their Digits.....	492

	Exercise 31.1-8	How Many Numbers Fit in a Sum	493
	Exercise 31.1-9	Finding the Sum of Integers	494
	Exercise 31.1-10	Iterating as Many Times as the User Wishes	495
	Exercise 31.1-11	Finding the Sum of the Digits	496
	Exercise 31.1-12	Counting the Digits.....	498
31.2	Exercises with Nested Loop Control Structures.....		499
	Exercise 31.2-1	Displaying all Three-Digit Integers that Contain a Given Digit.....	499
	Exercise 31.2-2	Displaying all Instances of a Specified Condition	500
31.3	Data Validation with Loop Control Structures		502
	Exercise 31.3-1	Finding the Square Root - Validation Without Error Messages.....	504
	Exercise 31.3-2	Finding the Square Root - Validation with One Error Message	505
	Exercise 31.3-3	Finding the Square Root - Validation with Individual Error Messages ..	506
	Exercise 31.3-4	Finding the Sum of 10 Numbers	506
31.4	Using Loop Control Structures to Solve Mathematical Problems.....		508
	Exercise 31.4-1	Calculating the Area of as Many Triangles as the User Wishes.....	508
	Exercise 31.4-2	Finding x and y	509
	Exercise 31.4-3	From Russia with Love	510
	Exercise 31.4-4	Finding the Number of Divisors.....	513
	Exercise 31.4-5	Is the Number a Prime?.....	514
	Exercise 31.4-6	Finding all Prime Numbers from 1 to N	516
	Exercise 31.4-7	Heron's Square Root.....	517
	Exercise 31.4-8	Calculating π	519
	Exercise 31.4-9	Approximating a Real with a Fraction	520
31.5	Finding Minimum and Maximum Values with Loop Control Structures.....		522
	Exercise 31.5-1	Validating and Finding the Minimum and the Maximum Value	524
	Exercise 31.5-2	Validating and Finding the Maximum Temperature.....	525
	Exercise 31.5-3	"Making the Grade"	528
31.6	Exercises of a General Nature with Loop Control Structures.....		529
	Exercise 31.6-1	Fahrenheit to Kelvin, from 0 to 100.....	529
	Exercise 31.6-2	Wheat on a Chessboard.....	530
	Exercise 31.6-3	Just a Poll.....	531
	Exercise 31.6-4	Is the Message a Palindrome?	532
31.7	Review Questions: True/False		535
31.8	Review Exercises		536

Review Questions in "Loop Control Structures" 543

Section 6 Arrays 545

Chapter 32 Introduction to Arrays..... 547

32.1	Introduction.....		547
32.2	What is an Array?		548
	Exercise 32.2-1	Designing an Array.....	550
	Exercise 32.2-2	Designing Arrays	551
	Exercise 32.2-3	Designing Arrays	552
32.3	Review Questions: True/False		553
32.4	Review Exercises		553

Chapter 33 One-Dimensional Arrays..... 555

33.1	Creating One-Dimensional Arrays in C++		555
------	--	--	-----

33.2	How to Get Values from One-Dimensional Arrays	556
	Exercise 33.2-1 Creating the Trace Table	556
	Exercise 33.2-2 Using a Non-Existing Index	557
33.3	How to Add Values Entered by the User to a One-Dimensional Array	557
33.4	How to Iterate Through a One-Dimensional Array	557
	Exercise 33.4-1 Displaying Words in Reverse Order	558
	Exercise 33.4-2 Displaying Positive Numbers in Reverse Order	560
	Exercise 33.4-3 Displaying Even Numbers in Odd-Numbered Index Positions	560
	Exercise 33.4-4 Finding the Sum	561
33.5	Review Questions: True/False	563
33.6	Review Questions: Multiple Choice	564
33.7	Review Exercises	566
Chapter 34 Two-Dimensional Arrays.....		569
34.1	Creating Two-Dimensional Arrays in C++	569
34.2	How to Get Values from Two-Dimensional Arrays	570
	Exercise 34.2-1 Creating the Trace Table	571
34.3	How to Add Values Entered by the User to a Two-Dimensional Array	572
34.4	How to Iterate Through a Two-Dimensional Array	572
	Exercise 34.4-1 Displaying Reals Only	575
	Exercise 34.4-2 Displaying Odd Columns Only	576
34.5	What's the Story on Variables <i>i</i> and <i>j</i> ?	577
34.6	Square Arrays.....	577
	Exercise 34.6-1 Finding the Sum of the Elements of the Main Diagonal.....	577
	Exercise 34.6-2 Finding the Sum of the Elements of the Antidiagonal.....	580
	Exercise 34.6-3 Filling in the Array.....	581
34.7	Review Questions: True/False	582
34.8	Review Questions: Multiple Choice	585
34.9	Review Exercises	587
Chapter 35 Tips and Tricks with Arrays		591
35.1	Introduction	591
35.2	Processing Each Row Individually.....	591
	Exercise 35.2-1 Finding the Average Value.....	593
35.3	Processing Each Column Individually	595
	Exercise 35.3-1 Finding the Average Value.....	596
35.4	How to Use One-Dimensional Along with Two-Dimensional Arrays.....	599
	Exercise 35.4-1 Finding the Average Value.....	599
35.5	Creating a One-Dimensional Array from a Two-Dimensional Array.....	602
35.6	Creating a Two-Dimensional Array from a One-Dimensional Array.....	603
35.7	Review Questions: True/False	604
35.8	Review Questions: Multiple Choice	605
35.9	Review Exercises	606
Chapter 36 Flowcharts with Arrays		611
36.1	Introduction	611
36.2	Converting C++ programs to Flowcharts.....	611
	Exercise 36.2-1 Designing the Flowchart.....	611

	Exercise 36.2-2	Designing the Flowchart.....	612
	Exercise 36.2-3	Designing the Flowchart.....	613
36.3		Converting Flowcharts to C++ Programs	615
	Exercise 36.3-1	Writing the C++ Program	615
	Exercise 36.3-2	Writing the C++ Program	616
	Exercise 36.3-3	Writing the C++ Program	617
36.4		Review Exercises.....	618
Chapter 37 More Exercises with Arrays.....			625
37.1		Simple Exercises with Arrays	625
	Exercise 37.1-1	Creating an Array that Contains the Average Values of its Neighboring Elements.....	625
	Exercise 37.1-2	Creating an Array with the Greatest Values.....	627
	Exercise 37.1-3	Merging One-Dimensional Arrays.....	629
	Exercise 37.1-4	Merging Two-Dimensional Arrays.....	630
	Exercise 37.1-5	Creating Two Arrays – Separating Positive from Negative Values	631
	Exercise 37.1-6	Creating an Array with Those who Contain Digit 5	634
37.2		Data Validation with Arrays	636
	Exercise 37.2-1	Displaying Odds in Reverse Order – Validation Without Error Messages	637
	Exercise 37.2-2	Displaying Odds in Reverse Order – Validation with One Error Message.....	638
	Exercise 37.2-3	Displaying Odds in Reverse Order – Validation with Individual Error Messages	639
37.3		Finding Minimum and Maximum Values in Arrays	640
	Exercise 37.3-1	Which Depth is the Greatest?	640
	Exercise 37.3-2	Which Lake is the Deepest?.....	642
	Exercise 37.3-3	Which Lake, in Which Country, Having Which Average Area, is the Deepest?	642
	Exercise 37.3-4	Which Students are the Tallest?.....	645
	Exercise 37.3-5	Finding the Minimum Value of a Two-Dimensional Array	646
	Exercise 37.3-6	Finding the City with the Coldest Day	647
	Exercise 37.3-7	Finding the Minimum and the Maximum Value of Each Row.....	649
	Exercise 37.3-8	Finding the Minimum and the Maximum Value of Each Column.....	652
37.4		Sorting Arrays.....	654
	Exercise 37.4-1	The Bubble Sort Algorithm – Sorting One-Dimensional Arrays with Numeric Values	655
	Exercise 37.4-2	Sorting One-Dimensional Arrays with Alphanumeric Values	660
	Exercise 37.4-3	Sorting One-Dimensional Arrays While Preserving the Relationship with a Second Array.....	661
	Exercise 37.4-4	Sorting Last and First Names	662
	Exercise 37.4-5	Sorting a Two-Dimensional Array	665
	Exercise 37.4-6	The Modified Bubble Sort Algorithm – Sorting One-Dimensional Arrays	666
	Exercise 37.4-7	The Five Best Scorers.....	668
	Exercise 37.4-8	The Selection Sort Algorithm – Sorting One-Dimensional Arrays	671
	Exercise 37.4-9	Sorting One-Dimensional Arrays While Preserving the Relationship with a Second Array.....	673
	Exercise 37.4-10	The Insertion Sort Algorithm – Sorting One-Dimensional Arrays	674
	Exercise 37.4-11	The Three Worst Elapsed Times	676

37.5	Searching Elements in Arrays.....	678
	Exercise 37.5-1 The Linear Search Algorithm – Searching in a One-Dimensional Array that may Contain the Same Value Multiple Times	679
	Exercise 37.5-2 Display the Last Names of All Those People Who Have the Same First Name	679
	Exercise 37.5-3 Searching in a One-Dimensional Array that Contains Unique Values	680
	Exercise 37.5-4 Searching for a Given Social Security Number	682
	Exercise 37.5-5 Searching in a Two-Dimensional Array that may Contain the Same Value Multiple Times	683
	Exercise 37.5-6 Searching in a Two-Dimensional Array that Contains Unique Values ...	685
	Exercise 37.5-7 Checking if a Value Exists in all Columns	687
	Exercise 37.5-8 The Binary Search Algorithm – Searching in a Sorted One- Dimensional Array	689
	Exercise 37.5-9 Display all the Historical Events for a Country.....	692
	Exercise 37.5-10 Searching in Each Column of a Two-Dimensional Array	693
37.6	Exercises of a General Nature with Arrays	697
	Exercise 37.6-1 On Which Days was There a Possibility of Snow?.....	697
	Exercise 37.6-2 Was There Any Possibility of Snow?	698
	Exercise 37.6-3 In Which Cities was There a Possibility of Snow?.....	699
	Exercise 37.6-4 Display from Highest to Lowest Grades by Student ,and in Alphabetical Order	703
	Exercise 37.6-5 Archery at the Summer Olympics	704
37.7	Review Questions: True/False	706
37.8	Review Exercises	708
	Review Questions in “Arrays”	713
Section 7	Subprograms	715
	Chapter 38 Introduction to Subprograms.....	717
38.1	What is Procedural Programming?	717
38.2	What is Modular Programming?.....	718
38.3	What Exactly is a Subprogram?.....	718
38.4	Review Questions: True/False	719
	Chapter 39 User-Defined Functions.....	721
39.1	Writing your Own Functions in C++	721
39.2	How Do You Call a Function?	722
39.3	Formal and Actual Arguments.....	724
39.4	How Does a Function Execute?	725
	Exercise 39.4-1 Back to Basics – Calculating the Sum of Two Numbers.....	726
	Exercise 39.4-2 Calculating the Sum of Two Numbers Using Fewer Lines of Code!	728
39.5	Review Questions: True/False	728
39.6	Review Exercises	729
	Chapter 40 User-Defined void Functions (Procedures).....	733
40.1	Writing your Own void Functions (Procedures) in C++	733
40.2	How Do You Call a void Function?	734
40.3	Formal and Actual Arguments.....	735
40.4	How Does a void Function Execute?	736

Exercise 40.4-1	Back to Basics – Displaying the Absolute Value of a Number.....	737
Exercise 40.4-2	A Simple Currency Converter.....	739
40.5	Review Questions: True/False	740
40.6	Review Exercises.....	741
Chapter 41	Tips and Tricks with Subprograms	745
41.1	Can Two Subprograms use Variables of the Same Name?.....	745
41.2	Can a Subprogram Call Another Subprogram?	747
Exercise 41.2-1	A Currency Converter – Using Functions with void Functions.....	748
41.3	Passing Arguments by Value and by Reference.....	749
Exercise 41.3-1	Finding the Logic Error	752
41.4	Passing and/or Returning an Array.....	753
41.5	Default Argument Values (Optional Arguments).....	756
41.6	The Scope of a Variable	757
41.7	Converting Parts of Code into Subprograms	759
41.8	Recursion.....	764
Exercise 41.8-1	Calculating the Fibonacci Sequence Recursively.....	766
41.9	Overloading Functions.....	768
41.10	Review Questions: True/False	771
41.11	Review Exercises.....	772
Chapter 42	Flowcharts with Subprograms	781
42.1	Designing and Calling Sub-Algorithms in Flowcharts	781
42.2	Converting C++ programs to Flowcharts	783
Exercise 42.2-1	Designing the Flowchart.....	783
Exercise 42.2-2	Designing the Flowchart.....	784
Exercise 42.2-3	Designing the Flowchart.....	785
42.3	Converting Flowcharts to C++ Programs	786
Exercise 42.3-1	Writing the C++ Program	786
Exercise 42.3-2	Writing the C++ Program	788
42.4	Review Exercises.....	790
Chapter 43	More Exercises with Subprograms	797
43.1	Simple Exercises with Subprograms	797
Exercise 43.1-1	Finding the Average Values of Positive Integers	797
Exercise 43.1-2	Finding the Sum of Odd Positive Integers.....	798
Exercise 43.1-3	Finding the Values of y	799
Exercise 43.1-4	Roll, Roll, Roll the... Dice!	800
Exercise 43.1-5	How Many Times Does Each Number of the Dice Appears?	801
43.2	Exercises of a General Nature with Subprograms	804
Exercise 43.2-1	Validating Data Input	804
Exercise 43.2-2	Sorting an Array.....	805
Exercise 43.2-3	Progressive Rates and Electricity Consumption.....	807
43.3	Review Exercises.....	809
	Review Questions in “Subprograms”	815
Index.....		817