

Table of Contents

Preface.....	21
About the Author	23
Acknowledgments	24
How This Book is Organized	24
Who Should Buy This Book?.....	24
Conventions Used in This Book	25
How to Report Errata	26
Where to Download Material About this Book	26
If you Like this Book.....	26
Part I Introductory Knowledge	27
Chapter 1 How a Computer Works.....	29
1.1 Introduction	29
1.2 What is Hardware?.....	29
1.3 What is Software?	30
1.4 How a Computer Executes (Runs) a Program.....	30
1.5 Compilers and Interpreters	30
1.6 What is Source Code?	31
1.7 Review Questions: True/False.....	31
1.8 Review Questions: Multiple Choice.....	32
Chapter 2 C++ and Integrated Development Environments.....	35
2.1 What is C++?.....	35
2.2 What is the Difference Between a Script and a Program?	35
2.3 Why You Should Learn C++	35
2.4 How C++ Works	35
2.5 Boost C++ Libraries.....	36
2.6 Integrated Development Environments	36
2.7 Microsoft Visual Studio	36
Chapter 3 Software Packages to Install.....	37
3.1 What to Install	37
Review in "Introductory Knowledge".....	39
Review Crossword Puzzles	39
Review Questions.....	41
Part II Getting Started with C++.....	43
Chapter 4 Introduction to Basic Algorithmic Concepts.....	45
4.1 What is an Algorithm?.....	45
4.2 The Algorithm for Making a Cup of Tea	45
4.3 Properties of an Algorithm	45
4.4 Okay About Algorithms. But What is a Computer Program Anyway?.....	46
4.5 The Three Parties!	46
4.6 The Three Main Stages Involved in Creating an Algorithm.....	46

4.7	Flowcharts	47
	Exercise 4.7-1 Finding the Average Value of Three Numbers.....	49
4.8	What are "Reserved Words"?.....	49
4.9	What is the Difference Between a Statement and a Command?	50
4.10	What is Structured Programming?	50
4.11	The Three Fundamental Control Structures.....	50
	Exercise 4.11-1 Understanding Control Structures Using Flowcharts	50
4.12	Your First C++ Program	51
4.13	What is the Difference Between a Syntax Error, a Logic Error, and a Runtime Error?	52
4.14	What "Debugging" Means.....	53
4.15	Commenting Your Code	53
4.16	User-Friendly Programs	54
4.17	Review Questions: True/False.....	54
4.18	Review Questions: Multiple Choice	55
Chapter 5	Variables and Constants	57
5.1	What is a Variable?.....	57
5.2	What is a Constant?.....	58
5.3	How Many Types of Variables and Constants Exist?	60
5.4	Rules and Conventions for Naming Variables and Constants in C++	61
5.5	What Does the Phrase "Declare a Variable" Mean?	61
5.6	How to Declare Variables in C++	62
5.7	How to Declare Constants in C++	63
5.8	Review Questions: True/False.....	63
5.9	Review Questions: Multiple Choice	64
5.10	Review Exercises	65
Chapter 6	Handling Input and Output.....	67
6.1	How to Output Messages and Results to a User's Screen?	67
6.2	How to Output Special Characters?	68
6.3	How to Prompt the User to Enter Data?	69
6.4	Review Questions: True/False.....	73
6.5	Review Questions: Multiple Choice	73
Chapter 7	Operators	75
7.1	The Value Assignment Operator	75
7.2	Arithmetic Operators	76
7.3	What is the Precedence of Arithmetic Operators?.....	77
7.4	Compound Assignment Operators.....	78
	Exercise 7.4-1 Which C++ Statements are Syntactically Correct?.....	79
	Exercise 7.4-2 Finding Variable Types	79
7.5	Incrementing/Decrementing Operators	80
7.6	String Operators.....	81
	Exercise 7.6-1 Concatenating Names	81
7.7	Review Questions: True/False.....	82
7.8	Review Questions: Multiple Choice	82
7.9	Review Exercises	84

Chapter 8 Trace Tables.....	87
8.1 What is a Trace Table?.....	87
Exercise 8.1-1 Creating a Trace Table.....	87
Exercise 8.1-2 Creating a Trace Table.....	88
Exercise 8.1-3 Swapping Values of Variables.....	89
Exercise 8.1-4 Swapping Values of Variables – An Alternative Approach	91
8.2 Review Questions: True/False.....	91
8.3 Review Exercises.....	92
Chapter 9 Using Visual Studio Community or Visual Studio Code	93
9.1 Write, Execute and Debug C++ Programs	93
Review in "Getting Started with C++".....	95
Review Crossword Puzzles	95
Review Questions.....	97
Part III Sequence Control Structures.....	99
Chapter 10 Introduction to Sequence Control Structures.....	101
10.1 What is the Sequence Control Structure?.....	101
Exercise 10.1-1 Calculating the Area of a Rectangle.....	101
Exercise 10.1-2 Calculating the Area of a Circle.....	102
Exercise 10.1-3 Where is the Car? Calculating Distance Traveled.....	103
Exercise 10.1-4 Kelvin to Fahrenheit.....	104
Exercise 10.1-5 Calculating Sales Tax.....	105
Exercise 10.1-6 Calculating a Sales Discount	105
Exercise 10.1-7 Calculating a Sales Discount and Tax	106
10.2 Review Exercises.....	106
Chapter 11 Manipulating Numbers.....	111
11.1 Introduction	111
11.2 Useful Mathematical Functions (Subprograms), and More	112
Exercise 11.2-1 Calculating the Distance Between Two Points	119
Exercise 11.2-2 How Far Did the Car Travel?	120
11.3 Review Questions: True/False.....	121
11.4 Review Questions: Multiple Choice.....	121
11.5 Review Exercises.....	122
Chapter 12 Complex Mathematical Expressions.....	125
12.1 Writing Complex Mathematical Expressions.....	125
Exercise 12.1-1 Representing Mathematical Expressions in C++	125
Exercise 12.1-2 Writing a Mathematical Expression in C++	126
Exercise 12.1-3 Writing a Complex Mathematical Expression in C++	126
12.2 Review Exercises.....	127
Chapter 13 Exercises With a Quotient and a Remainder	129
13.1 Introduction	129
Exercise 13.1-1 Calculating the Quotient and Remainder of Integer Division.....	129
Exercise 13.1-2 Finding the Sum of Digits	130
Exercise 13.1-3 Displaying an Elapsed Time	134
Exercise 13.1-4 Reversing a Number	136
13.2 Review Exercises.....	136
Chapter 14 Manipulating Strings	139

14.1	Introduction	139
14.2	The Position of a Character in a String.....	139
14.3	Useful String Functions/Methods (Subprograms), and More	139
	Exercise 14.3-1 Displaying a String Backwards.....	144
	Exercise 14.3-2 Switching the Order of Names.....	145
	Exercise 14.3-3 Creating a Login ID.....	146
	Exercise 14.3-4 Creating a Random Word.....	146
	Exercise 14.3-5 Finding the Sum of Digits.....	147
14.4	Review Questions: True/False.....	148
14.5	Review Questions: Multiple Choice	149
14.6	Review Exercises	150
Review in "Sequence Control Structures"	153
Review Crossword Puzzle	153
Review Questions	153
Part IV Decision Control Structures.....	155
Chapter 15 Making Questions.....	157
15.1	Introduction	157
15.2	What is a Boolean Expression?.....	157
15.3	How to Write Simple Boolean Expressions.....	157
	Exercise 15.3-1 Filling in the Table.....	158
15.4	Logical Operators and Complex Boolean Expressions.....	158
	Exercise 15.4-1 Calculating the Results of Complex Boolean Expressions.....	160
15.5	Assigning the Result of a Boolean Expression to a Variable.....	160
15.6	What is the Order of Precedence of Logical Operators?.....	161
	Exercise 15.6-1 Filling in the Truth Table	161
	Exercise 15.6-2 Converting English Sentences to Boolean Expressions	162
15.7	What is the Order of Precedence of Arithmetic, Comparison, and Logical Operators?.....	164
15.8	How to Negate Boolean Expressions	164
	Exercise 15.8-1 Negating Boolean Expressions.....	165
15.9	Review Questions: True/False.....	166
15.10	Review Questions: Multiple Choice	167
15.11	Review Exercises	168
Chapter 16 The Single-Alternative Decision Structure.....	171
16.1	The Single-Alternative Decision Structure.....	171
	Exercise 16.1-1 Trace Tables and Single-Alternative Decision Structures.....	173
	Exercise 16.1-2 The Absolute Value of a Number.....	174
16.2	Review Questions: True/False.....	175
16.3	Review Questions: Multiple Choice	176
16.4	Review Exercises	177
Chapter 17 The Dual-Alternative Decision Structure.....	181
17.1	The Dual-Alternative Decision Structure	181
	Exercise 17.1-1 Finding the Output Message.....	182
	Exercise 17.1-2 Trace Tables and Dual-Alternative Decision Structures.....	182
	Exercise 17.1-3 Who is the Greatest?.....	183
	Exercise 17.1-4 Finding Odd and Even Numbers.....	185
	Exercise 17.1-5 Weekly Wages	186

17.2	Review Questions: True/False	187
17.3	Review Questions: Multiple Choice	188
17.4	Review Exercises	188
Chapter 18	The Multiple-Alternative Decision Structure.....	193
18.1	The Multiple-Alternative Decision Structure	193
	Exercise 18.1-1 Trace Tables and Multiple-Alternative Decision Structures.....	194
	Exercise 18.1-2 Counting the Digits.....	196
18.2	Review Questions: True/False	198
18.3	Review Exercises	198
Chapter 19	The Case Decision Structure.....	203
19.1	The Case Decision Structure	203
	Exercise 19.1-1 The Days of the Week	204
19.2	Review Questions: True/False	206
19.3	Review Exercises	206
Chapter 20	Nested Decision Control Structures	209
20.1	What are Nested Decision Control Structures?	209
	Exercise 20.1-1 Trace Tables and Nested Decision Control Structures	210
	Exercise 20.1-2 Positive, Negative or Zero?.....	212
20.2	Review Questions: True/False	213
20.3	Review Exercises	213
Chapter 21	More about Flowcharts with Decision Control Structures	217
21.1	Introduction	217
21.2	Converting C++ Programs to Flowcharts	217
	Exercise 21.2-1 Designing the Flowchart.....	218
	Exercise 21.2-2 Designing the Flowchart.....	219
	Exercise 21.2-3 Designing the Flowchart.....	220
21.3	A Mistake That You Will Probably Make!.....	221
21.4	Converting Flowcharts to C++ Programs	225
	Exercise 21.4-1 Writing the C++ Program.....	225
	Exercise 21.4-2 Writing the C++ Program.....	226
	Exercise 21.4-3 Writing the C++ Program.....	227
21.5	Review Exercises	230
Chapter 22	Tips and Tricks with Decision Control Structures.....	237
22.1	Introduction	237
22.2	Choosing a Decision Control Structure.....	237
22.3	Streamlining the Decision Control Structure.....	237
	Exercise 22.3-1 “Shrinking” the Algorithm	238
	Exercise 22.3-2 “Shrinking” the C++ Program.....	239
	Exercise 22.3-3 “Shrinking” the Algorithm	240
22.4	Logical Operators – to Use, or not to Use: That is the Question!.....	242
	Exercise 22.4-1 Rewriting the Code.....	244
	Exercise 22.4-2 Rewriting the Code.....	245
22.5	Merging Two or More Single-Alternative Decision Structures.....	245
	Exercise 22.5-1 Merging the Decision Control Structures.....	246
	Exercise 22.5-2 Merging the Decision Control Structures.....	247
22.6	Replacing Two Single-Alternative Decision Structures with a Dual-Alternative One.....	248
	Exercise 22.6-1 “Merging” the Decision Control Structures	249

22.7	Put the Boolean Expressions Most Likely to be True First	250
	Exercise 22.7-1 Rearranging the Boolean Expressions.....	251
22.8	Why is Code Indentation so Important?.....	252
22.9	Review Questions: True/False.....	253
22.10	Review Questions: Multiple Choice	254
22.11	Review Exercises	256
Chapter 23	More with Decision Control Structures	261
23.1	Simple Exercises with Decision Control Structures	261
	Exercise 23.1-1 Is it an Integer?	261
	Exercise 23.1-2 Validating Data Input and Finding Odd and Even Numbers.....	261
	Exercise 23.1-3 Where is the Tollkeeper?.....	263
	Exercise 23.1-4 The Most Scientific Calculator Ever!.....	265
	Exercise 23.1-5 Converting Gallons to Liters, and Vice Versa	266
	Exercise 23.1-6 Converting Gallons to Liters, and Vice Versa (with Data Validation).....	266
23.2	Finding Minimum and Maximum Values with Decision Control Structures	268
	Exercise 23.2-1 Finding the Name of the Heaviest Person.....	269
23.3	Decision Control Structures in Solving Mathematical Problems.....	270
	Exercise 23.3-1 Finding the Value of y	270
	Exercise 23.3-2 Finding the Values of y	271
	Exercise 23.3-3 Solving the Linear Equation $ax + b = 0$	273
	Exercise 23.3-4 Solving the Quadratic Equation $ax^2 + bx + c = 0$	274
23.4	Exercises with Series of Consecutive Ranges of Values.....	276
	Exercise 23.4-1 Calculating the Discount.....	277
	Exercise 23.4-2 Validating Data Input and Calculating the Discount.....	279
	Exercise 23.4-3 Sending a Parcel	280
	Exercise 23.4-4 Finding the Values of y	283
	Exercise 23.4-5 Progressive Rates and Electricity Consumption.....	286
	Exercise 23.4-6 Progressive Rates and Text Messaging Services	287
23.5	Exercises of a General Nature with Decision Control Structures	288
	Exercise 23.5-1 Finding a Leap Year	288
	Exercise 23.5-2 Displaying the Days of the Month	289
	Exercise 23.5-3 Checking for Proper Capitalization and Punctuation.....	291
	Exercise 23.5-4 Is the Number a Palindrome?	292
23.6	Boolean Expressions Reference and Handy Tips	294
23.7	Review Exercises	296
Review in "Decision Control Structures"	301	
	Review Crossword Puzzle.....	301
	Review Questions	301
Part V	Loop Control Structures.....	303
Chapter 24	Introduction to Loop Control Structures.....	305
24.1	What is a Loop Control Structure?	305
24.2	From Sequence Control to Loop Control Structures.....	305
24.3	Review Questions: True/False.....	306
Chapter 25	Pre-Test, Mid-Test and Post-Test Loop Structures	309
25.1	The Pre-Test Loop Structure	309
	Exercise 25.1-1 Designing the Flowchart and Counting the Total Number of Iterations	310
	Exercise 25.1-2 Counting the Total Number of Iterations.....	311

Exercise 25.1-3	Counting the Total Number of Iterations	311
Exercise 25.1-4	Counting the Total Number of Iterations	312
Exercise 25.1-5	Finding the Sum of Four Numbers	312
Exercise 25.1-6	Finding the Sum of Odd Numbers.....	313
Exercise 25.1-7	Finding the Sum of N Numbers	314
Exercise 25.1-8	Finding the Sum of an Unknown Quantity of Numbers.....	315
Exercise 25.1-9	Finding the Product of 20 Numbers	316
25.2	The Post-Test Loop Structure.....	317
Exercise 25.2-1	Designing the Flowchart and Counting the Total Number of Iterations.....	318
Exercise 25.2-2	Counting the Total Number of Iterations.....	319
Exercise 25.2-3	Designing the Flowchart and Counting the Total Number of Iterations.....	320
Exercise 25.2-4	Counting the Total Number of Iterations	320
Exercise 25.2-5	Finding the Product of N Numbers.....	321
25.3	The Mid-Test Loop Structure.....	322
Exercise 25.3-1	Designing the Flowchart and Counting the Total Number of Iterations.....	323
25.4	Review Questions: True/False.....	324
25.5	Review Questions: Multiple Choice.....	325
25.6	Review Exercises.....	328
<i>Chapter 26 Definite Loops</i>	<i>333</i>	
26.1	The <code>for</code> statement.....	333
Exercise 26.1-1	Creating the Trace Table	336
Exercise 26.1-2	Creating the Trace Table	337
Exercise 26.1-3	Counting the Total Number of Iterations	338
Exercise 26.1-4	Finding the Sum of Four Numbers	339
Exercise 26.1-5	Finding the Square Roots from 0 to N.....	340
Exercise 26.1-6	Finding the Sum of $1 + 2 + 3 + \dots + 100$	340
Exercise 26.1-7	Finding the Product of $2 \times 4 \times 6 \times 8 \times 10$	341
Exercise 26.1-8	Finding the Sum of $2^2 + 4^2 + 6^2 + \dots (2N)^2$	342
Exercise 26.1-9	Finding the Sum of $3^3 + 6^6 + 9^9 + \dots (3N)^{3N}$	342
Exercise 26.1-10	Finding the Average Value of Positive Numbers	343
Exercise 26.1-11	Counting the Vowels.....	344
26.2	Rules that Apply to For-Loops.....	345
Exercise 26.2-1	Counting the Total Number of Iterations	345
Exercise 26.2-2	Counting the Total Number of Iterations	346
Exercise 26.2-3	Counting the Total Number of Iterations	346
Exercise 26.2-4	Counting the Total Number of Iterations	347
Exercise 26.2-5	Finding the Sum of N Numbers	347
26.3	Review Questions: True/False	348
26.4	Review Questions: Multiple Choice.....	349
26.5	Review Exercises.....	351
<i>Chapter 27 Nested Loop Control Structures</i>	<i>355</i>	
27.1	What is a Nested Loop?.....	355
Exercise 27.1-1	Say "Hello Zeus". Counting the Total Number of Iterations.....	356
Exercise 27.1-2	Creating the Trace Table	356
27.2	Rules that Apply to Nested Loops.....	358
Exercise 27.2-1	Violating the First Rule.....	358
Exercise 27.2-2	Violating the Second Rule	358
27.3	Review Questions: True/False	359
27.4	Review Questions: Multiple Choice.....	360

27.5	Review Exercises	361
Chapter 28	More about Flowcharts with Loop Control Structures	365
28.1	Introduction	365
28.2	Converting C++ Programs to Flowcharts	365
	Exercise 28.2-1 Designing the Flowchart Fragment.....	366
	Exercise 28.2-2 Designing the Flowchart Fragment.....	366
	Exercise 28.2-3 Designing the Flowchart	367
	Exercise 28.2-4 Designing the Flowchart Fragment.....	368
	Exercise 28.2-5 Designing the Flowchart	369
28.3	Converting Flowcharts to C++ Programs	370
	Exercise 28.3-1 Writing the C++ Program.....	371
	Exercise 28.3-2 Writing the C++ Program.....	372
	Exercise 28.3-3 Writing the C++ Program.....	372
	Exercise 28.3-4 Writing the C++ Program.....	374
28.4	Review Exercises	377
Chapter 29	Tips and Tricks with Loop Control Structures.....	383
29.1	Introduction	383
29.2	Choosing a Loop Control Structure.....	383
29.3	The “Ultimate” Rule	383
29.4	Breaking Out of a Loop	387
29.5	Cleaning Out Your Loops	388
	Exercise 29.5-1 Cleaning Out the Loop	389
	Exercise 29.5-2 Cleaning Out the Loop	390
29.6	Endless Loops and How to Stop Them	390
29.7	The “From Inner to Outer” Method	391
29.8	Review Questions: True/False.....	392
29.9	Review Questions: Multiple Choice	393
29.10	Review Exercises	394
Chapter 30	More with Loop Control Structures.....	397
30.1	Simple Exercises with Loop Control Structures.....	397
	Exercise 30.1-1 Counting the Numbers According to Which is Greater	397
	Exercise 30.1-2 Counting the Numbers According to Their Digits.....	398
	Exercise 30.1-3 How Many Numbers Fit in a Sum.....	398
	Exercise 30.1-4 Finding the Total Number of Positive Integers	399
	Exercise 30.1-5 Iterating as Many Times as the User Wishes.....	400
	Exercise 30.1-6 Finding the Sum of the Digits	401
30.2	Exercises with Nested Loop Control Structures	404
	Exercise 30.2-1 Displaying all Three-Digit Integers that Contain a Given Digit.....	404
	Exercise 30.2-2 Displaying all Instances of a Specified Condition.....	405
30.3	Data Validation with Loop Control Structures	407
	Exercise 30.3-1 Finding Odd and Even Numbers - Validation Without Error Messages.....	408
	Exercise 30.3-2 Finding the Sum of Four Numbers	410
30.4	Finding Minimum and Maximum Values with Loop Control Structures	411
	Exercise 30.4-1 Validating and Finding the Minimum and the Maximum Value.....	413
	Exercise 30.4-2 Validating and Finding the Hottest Planet.....	414
	Exercise 30.4-3 "Making the Grade"	416
30.5	Using Loop Control Structures to Solve Mathematical Problems	417
	Exercise 30.5-1 Calculating the Area of as Many Triangles as the User Wishes	417

Exercise 30.5-2	Finding x and y	419
Exercise 30.5-3	The Russian Multiplication Algorithm.....	419
Exercise 30.5-4	Finding the Number of Divisors.....	421
Exercise 30.5-5	Is the Number a Prime?.....	422
Exercise 30.5-6	Finding all Prime Numbers from 1 to N	423
Exercise 30.5-7	Heron's Square Root.....	425
Exercise 30.5-8	Calculating π	426
Exercise 30.5-9	Approximating a Real with a Fraction	427
30.6	Exercises of a General Nature with Loop Control Structures.....	429
Exercise 30.6-1	Fahrenheit to Kelvin, from 0 to 100.....	429
Exercise 30.6-2	Rice on a Chessboard	429
Exercise 30.6-3	Just a Poll.....	430
Exercise 30.6-4	Is the Message a Palindrome?	431
30.7	Review Questions: True/False.....	434
30.8	Review Exercises.....	435
Review in "Loop Control Structures"	441
Review Crossword Puzzle	441	
Review Questions.....	441	

Part VI Data Structures in C++..... 443

Chapter 31 One-Dimensional Arrays and Maps..... 445	445
31.1	Introduction	445
31.2	What is an Array?	446
Exercise 31.2-1	Designing an Array.....	447
Exercise 31.2-2	Designing Arrays.....	448
Exercise 31.2-3	Designing Arrays.....	448
31.3	Creating One-Dimensional Arrays in C++	449
31.4	How to Get Values from a One-Dimensional Array.....	450
Exercise 31.4-1	Creating the Trace Table	450
Exercise 31.4-2	Using a Non-Existing Index.....	451
31.5	How to Alter the Value of an Array Element	451
31.6	How to Iterate Through a One-Dimensional Array.....	452
Exercise 31.6-1	Finding the Sum.....	454
31.7	How to Add User-Entered Values to a One-Dimensional Array.....	455
Exercise 31.7-1	Displaying Words in Reverse Order	455
Exercise 31.7-2	Displaying Positive Numbers in Reverse Order.....	456
Exercise 31.7-3	Finding the Average Value.....	456
Exercise 31.7-4	Displaying Reals Only	458
Exercise 31.7-5	Displaying Elements with Odd-Numbered Indexes	458
Exercise 31.7-6	Displaying Even Numbers in Odd-Numbered Index Positions	459
31.8	What is a Map?	460
31.9	Creating Unordered Maps in C++.....	460
31.10	How to Get a Value from an Unordered Map.....	461
Exercise 31.10-1	Roman Numerals to Numbers	462
Exercise 31.10-2	Using a Non-Existing Key in Unordered Maps.....	463
31.11	How to Alter the Value of a Map Element	463
Exercise 31.11-1	Assigning a Value to a Non-Existing Key	463
31.12	How to Iterate Through a Map.....	464
31.13	Review Questions: True/False.....	465

31.14 Review Questions: Multiple Choice	467
31.15 Review Exercises	470
Chapter 32 Two-Dimensional Arrays	475
32.1 Creating Two-Dimensional Arrays in C++	475
32.2 How to Get Values from Two-Dimensional Arrays.....	476
Exercise 32.2-1 Creating the Trace Table	477
32.3 How to Iterate Through a Two-Dimensional Array	478
32.4 How to Add User-Entered Values to a Two-Dimensional Array.....	481
Exercise 32.4-1 Displaying Reals Only	482
Exercise 32.4-2 Displaying Odd Columns Only	483
32.5 What's the Story on Variables <i>i</i> and <i>j</i> ?	484
32.6 Square Matrices.....	484
Exercise 32.6-1 Finding the Sum of the Elements on the Main Diagonal	484
Exercise 32.6-2 Finding the Sum of the Elements on the Antidiagonal.....	486
Exercise 32.6-3 Filling in the Array	487
32.7 Review Questions: True/False.....	488
32.8 Review Questions: Multiple Choice	490
32.9 Review Exercises	492
Chapter 33 Tips and Tricks with Data Structures	497
33.1 Introduction	497
33.2 Processing Each Row Individually	497
Exercise 33.2-1 Finding the Average Value	498
33.3 Processing Each Column Individually	500
Exercise 33.3-1 Finding the Average Value	502
33.4 How to Use More Than One Data Structures in a Program.....	503
Exercise 33.4-1 Using Three One-Dimensional Arrays.....	504
Exercise 33.4-2 Using a One-Dimensional Array Along with a Two-Dimensional Array	505
Exercise 33.4-3 Using an Array Along with an Unordered Map	507
33.5 Creating a One-Dimensional Array from a Two-Dimensional Array	509
33.6 Creating a Two-Dimensional Array from a One-Dimensional Array	510
33.7 Useful Data Structures Functions/Methods (Subprograms)	511
33.8 Review Questions: True/False.....	513
33.9 Review Questions: Multiple Choice	515
33.10 Review Exercises	517
Chapter 34 More with Data Structures	521
34.1 Simple Exercises with Arrays.....	521
Exercise 34.1-1 Creating an Array that Contains the Average Values of its Neighboring Elements	521
Exercise 34.1-2 Creating an Array with the Greatest Values.....	522
Exercise 34.1-3 Merging One-Dimensional Arrays	523
Exercise 34.1-4 Creating Two Arrays – Separating Positive from Negative Values.....	524
Exercise 34.1-5 Creating an Array with Those who Contain Digit 5.....	526
34.2 Data Validation with Arrays.....	527
Exercise 34.2-1 Displaying Odds in Reverse Order.....	528
34.3 Finding Minimum and Maximum Values in Arrays	531
Exercise 34.3-1 Which Depth is the Greatest?	531
Exercise 34.3-2 Which Lake is the Deepest?	532
Exercise 34.3-3 Which Lake, in Which Country, Having Which Average Area, is the Deepest?	533

Exercise 34.3-4	Which Students Have got the Greatest Grade?	534
Exercise 34.3-5	Finding the Minimum Value of a Two-Dimensional Array	536
Exercise 34.3-6	Finding the City with the Coldest Day.....	537
Exercise 34.3-7	Finding the Minimum and the Maximum Value of Each Row	538
34.4	Sorting Arrays.....	541
Exercise 34.4-1	The Bubble Sort Algorithm – Sorting One-Dimensional Arrays with Numeric Values	542
Exercise 34.4-2	Sorting One-Dimensional Arrays with Alphanumeric Values.....	546
Exercise 34.4-3	Sorting One-Dimensional Arrays While Preserving the Relationship with a Second Array	547
Exercise 34.4-4	Sorting Last and First Names	548
Exercise 34.4-5	Sorting a Two-Dimensional Array	550
Exercise 34.4-6	The Modified Bubble Sort Algorithm – Sorting One-Dimensional Arrays.....	551
Exercise 34.4-7	The Selection Sort Algorithm – Sorting One-Dimensional Arrays	553
Exercise 34.4-8	Sorting One-Dimensional Arrays While Preserving the Relationship with a Second Array	554
Exercise 34.4-9	The Insertion Sort Algorithm – Sorting One-Dimensional Arrays	556
Exercise 34.4-10	The Three Worst Elapsed Times	558
34.5	Searching Elements in Data Structures	559
Exercise 34.5-1	The Linear Search Algorithm – Searching in a One-Dimensional Array that may Contain the Same Value Multiple Times.....	560
Exercise 34.5-2	Display the Last Names of All Those People Who Have the Same First Name.....	560
Exercise 34.5-3	The Linear Search Algorithm – Searching in a Two-Dimensional Array that May Contain the Same Value Multiple Times.....	561
Exercise 34.5-4	The Linear Search Algorithm – Searching in a One-Dimensional Array that Contains Unique Values	562
Exercise 34.5-5	Searching for a Social Security Number.....	564
Exercise 34.5-6	The Linear Search Algorithm – Searching in a Two-Dimensional Array that Contains Unique Values	565
Exercise 34.5-7	Checking if a Value Exists in all Columns	567
Exercise 34.5-8	The Binary Search Algorithm – Searching in a Sorted One-Dimensional Array.....	569
Exercise 34.5-9	Display all the Historical Events for a Country.....	571
Exercise 34.5-10	Searching in Each Column of a Two-Dimensional Array	572
34.6	Exercises of a General Nature with Data Structures	575
Exercise 34.6-1	On Which Days was There a Possibility of Snow?.....	575
Exercise 34.6-2	Was There Any Possibility of Snow?	576
Exercise 34.6-3	In Which Cities was There a Possibility of Snow?.....	578
Exercise 34.6-4	Display from Highest to Lowest Grades by Student, and in Alphabetical Order.....	580
Exercise 34.6-5	Archery at the Summer Olympics	582
Exercise 34.6-6	The Five Best Scorers.....	584
Exercise 34.6-7	Counting the Frequency of Vowels.....	586
34.7	Review Questions: True/False.....	587
34.8	Review Exercises.....	588
<i>Review in "Data Structures in C++"</i>	595	
Review Crossword Puzzle	595	
Review Questions.....	595	
Part VII Subprograms	597	
<i>Chapter 35 Introduction to Subprograms.....</i>	599	
35.1 What Exactly is a Subprogram?	599	
35.2 What is Procedural Programming?	599	
35.3 What is Modular Programming?	600	
35.4 Review Questions: True/False.....	600	

Chapter 36 User-Defined Subprograms.....	603
36.1 Subprograms that Return a Value	603
36.2 How to Make a Call to a Function	604
36.3 Subprograms that Return no Values	606
36.4 How to Make a Call to a void Function	607
36.5 Formal and Actual Arguments	608
36.6 How Does a Function Execute?.....	609
Exercise 36.6-1 Back to Basics – Calculating the Sum of Two Numbers.....	610
Exercise 36.6-2 Calculating the Sum of Two Numbers Using Fewer Lines of Code!.....	611
36.7 How Does a void Function Execute?	612
Exercise 36.7-1 Back to Basics – Displaying the Absolute Value of a Number	613
36.8 Review Questions: True/False.....	614
36.9 Review Exercises	616
Chapter 37 Tips and Tricks with Subprograms	623
37.1 Can Two Subprograms use Variables of the Same Name?	623
37.2 Can a Subprogram Call Another Subprogram?.....	624
37.3 Passing Arguments by Value and by Reference	625
37.4 Passing and/or Returning an Array	627
37.5 Default Argument Values (Optional Arguments)	630
37.6 The Scope of a Variable.....	631
37.7 Converting Parts of Code into Subprograms	633
37.8 Recursion.....	637
37.9 Review Questions: True/False.....	639
37.10 Review Exercises	640
Chapter 38 More with Subprograms	649
38.1 Simple Exercises with Subprograms.....	649
Exercise 38.1-1 A Simple Currency Converter	649
Exercise 38.1-2 Finding the Average Values of Positive Integers	650
Exercise 38.1-3 Finding the Sum of Odd Positive Integers.....	651
Exercise 38.1-4 Finding the Values of y	652
38.2 Exercises of a General Nature with Subprograms	653
Exercise 38.2-1 Validating Data Input Using a Subprogram.....	653
Exercise 38.2-2 Sorting an Array Using a Subprogram.....	655
Exercise 38.2-3 Progressive Rates and Electricity Consumption.....	656
Exercise 38.2-4 Roll, Roll, Roll the... Dice!	658
Exercise 38.2-5 How Many Times Does Each Number of the Dice Appear?	659
38.3 Review Exercises	661
Review in "Subprograms".....	665
Review Crossword Puzzle	665
Review Questions	665
Part VIII Object-Oriented Programming.....	667
Chapter 39 Introduction to Object-Oriented Programming	669
39.1 What is Object-Oriented Programming?	669
39.2 Classes and Objects in C++	670
39.3 The Constructor and the Keyword this.....	672

39.4 Passing Initial Values to the Constructor	673
Exercise 39.4-1 Historical Events.....	674
39.5 Getter and Setter Methods	676
Exercise 39.5-1 The Roman Numerals	678
39.6 Can a Method Call Another Method of the Same Class?.....	681
Exercise 39.6-1 Doing Math.....	681
39.7 Class Inheritance	682
39.8 Review Questions: True/False.....	686
39.9 Review Exercises.....	686
Review in "Object-Oriented Programming".....	691
Review Crossword Puzzle	691
Review Questions.....	691
Part IX Files.....	693
Chapter 40 Introduction to Files	695
40.1 Introduction	695
40.2 Opening a File	695
40.3 Closing a File	696
40.4 Writing in (or Appending to) a File.....	697
40.5 The File Pointer.....	698
40.6 Reading from a File	699
40.7 Iterating Through the Contents of a File.....	701
40.8 Review Questions: True/False	702
40.9 Review Exercises.....	704
Chapter 41 More with Files	707
41.1 Exercises of a General Nature with Files	707
Exercise 41.1-1 Calculating the Sum of 10 Numbers.....	707
Exercise 41.1-2 Calculating the Average Value of an Unknown Quantity of Numbers	708
Exercise 41.1-3 Finding Minimum and Maximum Values.....	709
Exercise 41.1-4 Concatenating Files.....	710
Exercise 41.1-5 Searching in a File.....	711
Exercise 41.1-6 Combining Files with Subprograms.....	713
41.2 Review Exercises.....	714
Review in "Files".....	719
Review Crossword Puzzle	719
Review Questions.....	719
Some Final Words from the Author	721
Index.....	722
Some of my Books	729