Chapter 1

1. a. false; b. false; c. true; d. false; e. false; f; false; g. false; h. true; i. true; j. false; k. true; l. false

3. Central processing unit (CPU), main memory (MM), and input/output devices.

5. An operating system monitors the overall activity of the computer and provides services. Some of these services include memory management, input/output activities, and storage management.

7. In machine language the programs are written using the binary codes while in high-level language the program are closer to the natural language. For execution, a high-level language program is translated into the machine language while a machine language need not be translated into any other language.

9. Because the computer cannot directly execute instructions written in a high-level language, a compiler is needed to translate a program written in high-level language into machine code.

11. Every computer directly understands its own machine language. Therefore, for the computer to execute a program written in a high-level language, the high-level language program must be translated into the computer’s machine language.

13. In linking an object program is combined with other programs in the library, used in the program, to create the executable code.

15. To find the weighted average of the four test scores, first you need to know each test score and its weight. Next, you multiply each test score with its weight, and then add these numbers to get the average. Therefore,

1. Get testScore1, weightTestScore1
2. Get testScore2, weightTestScore2
3. Get testScore3, weightTestScore3
4. Get testScore4, weightTestScore4
5. weightedAverage = testScore1 \* weightTestScore1 +

testScore2 \* weightTestScore2 +

testScore3 \* weightTestScore3 +

testScore4 \* weightTestScore4;

17. To find the price per square inch, first we need to find the area of the pizza. Then we divide the price of the pizza by the area of the pizza. Let radius denote the radius and area denote the area of the circle, and price denote the price of pizza. Also, let pricePerSquareInch denote the price per square inch.

a. Get radius

b. area = π \* radius \* radius

c. Get price

d. pricePerSquareInch = price / area

19. To calculate the area of a triangle using the given formula, we need to know the lengths of the sides―a, b, and c―of the triangle. Next, we calculate s using the formula:

s = (1/2)(a + b + c)

and then calculate the area using the formula:

area = sqrt(s(s-a)(s-b)(s-c))

where sqrt denotes the square root.

The algorithm, therefore, is:

1. Get a, b, c
2. s = (1/2)(a + b + c)
3. area = sqrt(s(s-a)(s-b)(s-c))

The information needed to calculate the area of the triangle is the lengths of the sides of the triangle.

21. Suppose that numOfPages denoes the number of pages to be faxed and billingAmount denotes the total charges for the pages faxed. To calculate the total charges, you need to know the number of pages faxed.

If numOfPages is less than or equal to ten, the billing amount is services charges plus (numOfPages × 0.20); otherwise, billing amount is service charges plus 10 × 0.20 plus (numOfPages - 10) × 0.10. That is,

You can now write the algorithm as follows:

a. Get numOfPages.

b. Calculate billing amount using the formula:

if (numOfPages is less than or equal to 10)

billingAmount = 3.00 + (numOfPages × 0.20);

otherwise

billingAmount = 3.00 + 10 × 0.20 + (numOfPages - 10) × 0.10;

23. Suppose averageTestScore denotes the average test score, highestScore denotes the highest test score, testScore denotes a test score, sum denote the sum of all the test scores, and count denotes the number of students in class, and studentName denotes the name of a student.

a. First you design an algorithm to find the average test score. To find the average test score, first you need to count the number of students in the class and add the test score of each student. You then divide the sum by count to find the average test score. The algorithm to find the average test score is as follows:

i. Set sum and count to 0.

ii. Repeat the following for each student in class.

1. Get testScore

2. Increment count and update the value of sum by adding the current test score to sum.

iii. Use the following formula to find the average test score.

if (count is 0)

averageTestScore = 0;

otherwise

averageTestScore = sum / count;

b. The following algorithm determines and prints the names of all the students whose test score is below the average test score.

Repeat the following for each student in class:

i. Get studentName and testScore

ii.

if (testScore is less than averageTestScore)

print studentName

c. The following algorithm determines and highest test score

i. Get first student’s test score and call it highestTestScore.

ii. Repeat the following for each of the remaining student in class

1. Get testScore

2.

if (testScore is greater than highestTestScore)

highestTestScore = testScore;

d. To print the names of all the students whose test score is the same as the highest test score, compare the test score of each student with the highest test score and if they are equal print the name. The following algorithm accomplishes this

Repeat the following for each student in class:

i. Get studentName and testScore

ii.

if (testScore is equal to highestTestScore)

print studentName

You can use the solutions of the subproblems obtained in parts a to d to design the main algorithm as follows:

1. Use the algorithm in part a to find the average test score.

2. Use the algorithm in part b to print the names of all the students whose score is below the average test score.

3. Use the algorithm in part c to find the highest test score.

4. Use the algorithm in part d to print the names of all the students whose test score is the same as the highest test score

Chapter 2

1. a. false; b. false; c. false; d. true; e. true; f. false; g. true; h. true; i. false; j. true; k. false

3. b, d, e

5. The identifiers firstName and FirstName are not the same. C++ is case sensitive. The first letter of firstName is lowercase f while the first character of FirstName is uppercase F. So these identifiers are different

7. a. 3

b. Not possible. Both the operands of the operator % must be integers. Because the second operand, w, is a floating-point value, the expression is invalid.

c. Not possible. Both the operands of the operator % must be integers. Because the first operand, which is y + w, is a floating-point value, the expression is invalid .

d. 38.5

e. 1

f. 2

g. 2

h. 420.0

9. 7

11. a and c are valid

13. a. 32 \* a + b

b. '8'

c. "Julie Nelson"

d. (b \* b – 4 \* a \* c) / (2 \* a)

e. (a + b) / c \* (e \* f) – g \* h

f. (–b + (b \* b – 4 \* a \* c)) / (2 \* a)

15. x = 28

y = 35

z = 1

w = 22.00

t = 6.5

17. a. 0.50

b. 24.50

c. 37.6

d. 8.3

e. 10

f. 38.75

19. a and c are correct

21. a. int num1;

int num2;

b. cout << "Enter two numbers separated by spaces." << endl;

c. cin >> num1 >> num2;

d. cout << "num1 = " << num1 << "num2 = " << num2

<< "2 \* num1 – num2 = " << 2 \* num1 – num2 << endl;

23. A correct answer is:

#include <iostream>

using namespace std;

const char STAR = '\*';

const int PRIME = 71;

int main()

{

int count, sum;

double x;

int newNum; //declare newNum

count = 1;

sum = count + PRIME;

x = 25.67; // x = 25.67;

newNum = count \* 1 + 2; //newNum = count \* ONE + 2;

sum = sum + count; //sum + count = sum;

x = x + sum \* count; // x = x + sum \* COUNT;

cout << " count = " << count << ", sum = " << sum

<< ", PRIME = " << PRIME << endl;

return 0;

}

25. An identifier must be declared before it can be used.

27. a. x \*= 2;

b. x += y - 2;

c. sum += num;

d. z \*= x + 2;

e. y /= x + 5;

29.

a b c

a = (b++) + 3; 9 7 und

c = 2 \* a + (++b); 9 8 26

b = 2 \* (++c) – (a++); 10 45 27

31. (The user input is shaded.)

a = 25

Enter two integers: 20 15

The numbers you entered are 20 and 15

z = 45.5

Your grade is A

The value of a = 65

33.

#include <iostream>

#include <string>

using namespace std;

const double X = 13.45;

const int Y = 34;

const char BLANK = ' ';

int main()

{

string firstName, lastName;

int num;

double salary;

cout << "Enter first name: ";

cin >> firstName;

cout << endl;

cout << "Enter last name: ";

cin >> lastName;

cout << endl;

cout << "Enter a positive integer less than 70: ";

cin >> num;

cout << endl;

salary = num \* X;

cout << "Name: " << firstName << BLANK << lastName << endl;

cout << "Wages: $" << salary << endl;

cout << "X = " << X << endl;

cout << "X + Y = " << X + Y << endl;

return 0;

}