

Lab 02 Input – Processing–Output

This Lab sheet involves exercises in 3 parts:

Guided Exercises (Q1-3) → Skill-Drilling Exercise (Q4) → Take-Home Exercises (Q5-8)

Guided Exercises

Q1. Understand the Input Statement and the Input Stream [Given: Lab02_Q1.cpp]

Some facts about "cin >>.."

- Excess input from cin not "consumed" by the variables are kept in cin and are left for the next >> operation.
- Leading whitespaces are ignored. (whitespaces mean spaces, tabs, new line)
- Numeric values are delimited by white-spaces. [Lecture notes Chapter 2 III. I/O Statements]

Your tasks: Read the following program; then finish Task 1, Task 2, Task 3, Task 4 below one by one.

```
int main()
{
    int x1, x2;
    cin >> x1 >> x2;
    cout << "You typed " << x1 << "and " << x2 << endl;
    return 0;
}
```

cin >> x1 >> x2; is the same as
 cin >> x1;
 cin >> x2;

Task 1: Run the program according to Case 1 below and study what has happened. Repeat for Case 2.

Case 1: Input "23<space>24<enter>".

```
C:\> C:\WINDOWS\system32\cmd.exe
23 24
You typed 23 and 24.
Press any key to continue ...
```

Case 2: Input "23<enter>24<enter>".

```
C:\> C:\WINDOWS\system32\cmd.exe
```

← Task 2:
Fill in this box

Case 1: ← Task 3: Read the explanations below carefully.

- `cin >> x1` waits for my input until I press `<enter>`.
- After I type `23<space>24<enter>`, `cin >> x1` takes `23`. `<space>24<enter>` is left in the input stream.
- Then `cin >> x2` starts.
- The input stream still contains `<space>24<enter>`, so `cin >> x2` checks the input stream (not to wait for my input).
- `cin >> x2` discards the leading whitespace (`<space>`) and takes `24`.
- `<enter>` is left in the input stream. (The program will not take any further input. So this `<enter>` will be forgotten finally.)

Case 2: ← Task 4: Fill in the blanks below.

- `cin >> x1` waits for my input until I press _____.
- After I type _____, `cin >> x1` takes _____. _____ is left in the input stream.
- Then `cin >> x2` starts.
- The input stream still contains _____, so `cin >> x2` checks the input stream.
- `cin >> x2` discards the whitespace (_____), the input stream becomes empty, `cin >> x2` cannot get any content into x2.
- So `cin >> x2` waits again for my input until I press _____.
- After I type _____, `cin >> x2` takes _____.
- `<enter>` is left in the input stream. (The program will not take any further input. So this `<enter>` will be forgotten finally.)

Any question? **Ask!**

Q2. Packing Oranges:

Assume that we can pack 12 oranges per box.
We will create the table as shown here:

Count of Oranges	Full boxes	Remaining
50	4	2
100	8	4
150	12	6
200	16	8
250	20	10

Press any key to continue . . .

Given framework [Course web - Lab02_Q2_Given.cpp] :

```
#include <iostream>
using namespace std;

int main()
{
    int nOranges;

    //ruler: 1234567890123456789012345678901234567890123456789012345678901234567890
    cout << "Count of Oranges    Full boxes    Remaining" << endl;
    cout << "=====                =====                =====" << endl;
    //sample:      50                4                2

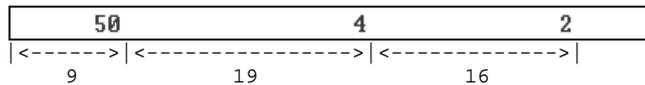
    nOranges=50;
    cout << nOranges << " " << _____ << " " << _____ << endl;

    nOranges+=50; //same as nOranges = nOranges + 50;
    cout << nOranges << " " << _____ << " " << _____ << endl;
    ...
}
```

(a) Complete the program (Version 1)

Step 1. For each data row, replace the blanks(_____) with nOranges/12 and nOranges%12.
Run the program and study how the code works (though the columns are not aligned yet.)

Step 2. To align the columns:



(a.) apply `setw(...)` as shown below:

```
          setw(9)          setw(19)          setw(16)
          ↓                ↓                ↓
cout << _____ << nOranges << _____ << nOranges/12 << _____ << nOranges%12 << endl;
```

The use of `setw(...)` is to set the width of the display field in next `<<` operation.
(Note also that numbers are right-aligned.)

(b.) add `#include <iomanip>` at the beginning of the program.

↑
This library supports i/o formatting (setw, setprecision, fixed, etc..)

Compile and run it. Check the output.

(b) Modify the program for Version 2:

- Calculate based on user's input. (You'll need one more variable.)
- Count down from 500, everytime by `nOranges -= 100;`

Complete it and test it in PASS.

Input number of oranges per box: 7

Count of Oranges	Full boxes	Remaining
500	71	3
400	57	1
300	42	6
200	28	4
100	14	2

Press any key to continue . . .

Q3. Hours - Minutes – Seconds

A little bit warm-up (Fill in the blanks below – by hand-calculation):

- (i) 139 seconds = _____ minutes _____ seconds
 (ii) 180 seconds = _____ minutes _____ seconds
 (iii) 59 seconds = _____ minutes _____ seconds

(a) Write a program that reads in the number of seconds and converts it to minutes and seconds.

Sample input and output:

```
Please enter the number of seconds: 5000
5000 second(s) = 83 minute(s) 20 second(s)
```

** Underlined contents are input by user.

Hint: - Modulus (remainder) `%`: Eg. `76%60` gives 16
 Integer division `/`: Eg. `76/60` gives 1 (integer part only)

- Try setting variables, eg.,

```
int input, min, sec;
..
min = ..;
sec = ..;
```

Check the correctness of your program with at least 6 test cases: 0, 5, 65, 120, 5000,

Put a tick (✓) here when finished:

(b) This time you will modify the program to convert the input to hours, minutes and seconds.

(Variables: `int input, hr, min, sec;`)

Hand-calculation:

- (i) 3600 seconds = _____ hours _____ minutes _____ seconds
 (ii) 3640 seconds = _____ hours _____ minutes _____ seconds
 (iii) 3852 seconds = _____ hours _____ minutes _____ seconds

Sample input and output of the program:

```
Please enter the number of seconds: 5000
5000 second(s) = 1 hour(s) 23 minute(s) 20 second(s)
```

Complete the program and test it in PASS.

Checkpoints (Make sure you fulfill the following items and put a ✓ where appropriate.)

Name: _____

- I have successfully finished Q1 - Q3, and obtained 100% correct in PASS.
 I understand how `cin` works.
 I know how to use `setw`, and that it needs `#include <iomanip>`
 `setw` doesn't have a lasting effect. So we need to apply `setw` again when needed.
 I've applied `%`, `+=`, and `-=` in program code.
 `%` is useful.

Are you familiar with the procedures covered in Q1 - Q3?

If you have any doubt about the above, don't hurry for the next exercise. Ask and clarify.

It may also be better to REDO them again later. ↪ After finishing the first trial, **re-doing** won't take you much time but is worthy.

** Submission: Put down this handout on the front desk and get the **Take-Home Exercise**

Take-Home Exercises

Before proceeding, check (✓) the points below:

- I'm okay with the lecture notes, examples, and lecture exercises covered during all previous lectures.
- I'm okay with all previous lab exercises.



To assure your progress, ask yourself this question:

Do you have confidence to redo Q1-3 with minimum hints from the lab-sheet? Try!!

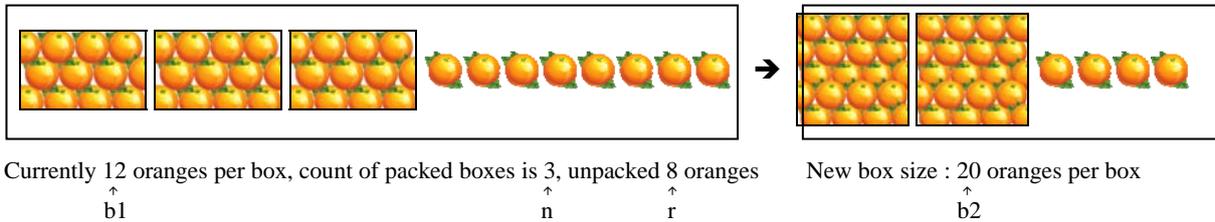
After finishing the first trial, it should be much easier. Re-doing won't take you much time and is worthy.

Q4. Re-packing Oranges

Suppose an amount of oranges have been packed with boxes of size b_1 (ie. each box can store b_1 oranges), resulting in totally n boxes with r oranges unpacked.

Now we need to repack them using other new boxes that have a new size b_2 .

For example:



Your task: Complete the given program that asks the user to input b_1 , n , r , and b_2 , and outputs the repacking result.

The input/output of the program should follow this example:

```

C:\WINDOWS\system32\cmd.exe
Input box size: 12
Input number of boxes and unpacked oranges: 3 8
Input new box size: 20

There are 44 oranges.
After repacking, there are 2 boxes and 4 unpacked oranges.

Press any key to continue . . . █
    
```

← User inputs

← Calculation results

Question 5. Difference between 2 times in min-sec

Complete the given program that asks for 2 time values (min-sec) and shows the difference between them. Assume that the first time value is earlier than the second one (i.e., no need to compare them).

The input/output of the program should follow these examples:

Example: 3 min 12 sec and 5 min 2 sec

```

C:\WINDOWS\system32\cmd.exe
Input first time: 3 12
Input second time: 5 2

First time in seconds is: 192
Second time in seconds is: 302
The difference is: 1 minutes 50 seconds.

Press any key to continue . . . █
    
```

← User inputs

← Calculation results

Q6 Tutorial Grouping

Complete the given program that asks for the number of students and groups them evenly into 5 groups: L01, L02, L03, L04, L05. In case the count cannot be divided evenly, the first few groups can have 1 student more than the remaining groups.

Example 1:

Input total number of students: 103

[Grouping result]

L01: 21 students

L02: 21 students

L03: 21 students

L04: 20 students

L05: 20 students

Press any key to continue . . .

Example 2:

Input total number of students: 11

[Grouping result]

L01: 3 students

L02: 2 students

L03: 2 students

L04: 2 students

L05: 2 students

Press any key to continue . . .

Hint:

- Use more variables (say, use 1 variable for the count of each group).
- Do the calculations step by step.

Q7 Formatted Integer

Complete the given program that asks for an integer (assumed range: 1000000-9999999) and then shows it with commas as shown in the example below.

Note: you do not need to check whether the input falls within the range.

Example:

Input a number (1000000 - 9999999): 8105096

The number with commas: 8,105,096

Press any key to continue . . .

Hint:

- You will need to use `setfill` and `setw`. (Include `iomanip`). If needed, please review the lecture notes.
- `/` is useful: `integer / integer` is an integer (fractional part truncated).
- `%` is useful.

Q8 Ticketing

Complete the given program that calculates the total cost for a number of tickets (*Normal price: \$100*).

(i) Standard discount (10%) for all customers. That is, pay \$90 per ticket.

(ii) Special offer for members: buy 3 (at normal price) get one free. That is, pay \$300 for every 4 tickets.

The program should run as shown in the examples below:

<pre>Membership [y/n]: n Number of tickets: 10 Please pay: \$900.0 Press any key to continue...</pre>	<pre>Membership [y/n]: y Tips: Buy 3 get 1 free Number of tickets: 10 Please pay: \$780.0 (Average: \$78.0 per ticket) Press any key to continue...</pre>
---	---

Example 1 (non member)

Apply (i) only
 $\$90 \times 10 = \900
 ██████████

Example 2 (member)

(ii) for 8 tickets, (i) for 2 tickets
 $\$600 + \$180 = \$780$
 ██████ ██████ ███

Note: Show the payment **with 1 digit after the decimal point.**

If the customer is a member, show "*Tips: Buy 3 get 1 free*" and the average cost as in Example 2.