Contents

1. Introduction to Computers and Programming		1
1.1 Basic Computer Concepts Exercises 1.1		1 5
1.2 Machine Language and Data Re Exercises 1.2	epresentation	6 14
1.3 Programming Languages and C Exercises 1.3 Programming Projects 1.3	ompilers	15 17 18
2. Basics of Computer Program	ming	21
2.1 Constants, Variables, and Writi Exercises 2.1	ng Programs	21 26
2.2 Variable Types and C++ Staten Exercises 2.2 Programming Projects 2.2	nents	28 37 37
2.3 Type Conversions of Values Exercises 2.3 Programming Projects 2.3		38 50 51
2.4 Input Through Keyboard and In Exercises 2.4 Programming Projects 2.4	iteractive Programs	52 59 60
2.5 Variable Types and Memory Al Exercises 2.5	llocations	62 69
Cumulative Review Exercises 1	(Chapters 1 and 2)	70
3. Decision Making Statements		75
3.1 Simple <i>if</i> Statements Exercises 3.1		75 81
3.2 The <i>if-else</i> Statements Exercises 3.2		82 85

	3.3 Nested if Statements	86
	Exercises 3.3	90
	3.4 Logical Operators	92
	Exercises 3.4	97
	Programming Projects 3.4	98
	3.5 The Switch Statement	99
	Exercises 3.5	105
	Programming Projects 3.5	106
4.	Loops	108
	4.1 The while Loop	109
	Exercises 4.1	112
	4.2 The for Loop	114
	Exercises 4.2	116
	4.3 Writing Algorithms	118
	Exercises 4.3	119
	4.4 Counting Technique	119
	Exercises 4.4	129
	Programming Projects 4.4	131
	4.5 Accumulation of Sums and Products	133
	Exercises 4.5	148
	Programming Projects 4.5	150
C	umulative Review Exercises 2 (Chapters 3 and 4)	155
5.	Functions	160
	5.1 Defining a Function	160
	Exercises 5.1	166
	5.2 Calling a Function	167
	Exercises 5.2	174
	Programming Projects 5.2	175
	5.3 Function Libraries and Header Files	177
	Exercises 5.3	186
	Programming Projects 5.3	188

5.4 References and Passing by Reference Exercises 5.4	190 194
6. Arrays	195
6.1 Introduction to Arrays Exercises 6.1	195 196
6.2 Declaring and Initializing an Array Exercises 6.2	197 200
6.3 Using Arrays Exercises 6.3 Programming Projects 6.3	202 205 207
6.4 Two Dimensional Arrays Exercises 6.4	208 211
6.5 Passing Arrays to Functions Exercises 6.5	212 216
6.6 Searching and Sorting Arrays Exercises 6.6 Programming Projects 6.6 Chapter 6 Review Exercises	217 221 222 223
Cumulative Review Exercises 3 (Chapters 5 and 6) Cumulative Review Exercises - Chapters 1 through 6	224 226
7. Pointers and Memory Management	231
7.1 Anatomy of Memory and "Address of" Operator & Exercises 7.1	231 234
7.2 Introduction to Pointers Exercises 7.2	235 238
7.3 De referencing a Pointer Exercises 7.3	239 240
7.4 Pointer Arithmetic Exercises 7.4	241 246
7.5 Arrays and Pointers Exercises 7.5	247 252

	7.6 Dynamic Memory Management Exercises 7.6	253 256
	7.7 Strings	257
	Exercises 7.7	269
	Programming Projects 7.7	270
	7.8 Arrays of Pointers	271
	Exercises 7.8	275
	Programming Projects 7.8	275
	Chapter 7 Review Exercises	277
8.	Input/Output Streams and Files	281
	8.1 Streams	281
	Exercises 8.1	283
	8.2 Streams and External Files	284
	Exercises 8.2	292
	8.3 Reading and Writing Files	293
	Exercises 8.3	300
	Programming Projects 8.3	301
	8.4 Random File Access	305
	Exercises 8.4	308
	8.5 Passing File Names	308
	Exercises 8.5	309
	Chapter 8 Review Exercises	310
9.	User Defined Data Structures	313
	9.1 Introduction to Structures	314
	Exercises 9.1	320
	9.2 Arrays of Structures	321
	Exercises 9.2	323
10	. Classes	325
	10.1 Writing Definitions of Classes	326
	Exercises 10.1	343
	10.2 Creating and Manipulating an Object of a Class	346
	10.2 Creating and Mainparating an Object of a Class	J 1 0

Exercises 10.2	360
Programming Projects 10.2	362
10.3 Additional Class Features	363
Exercises 10.3	371
Programming Projects 10.3	372
10.4 Operator Overloading	374
Exercises 10.4	380
Programming Projects 10.4	381
Cumulative Review Exercises 4 (Chapters 9 and 10)	383
11. Inheritance and Polymorphism	388
11.1 Derived Classes	388
Exercises 11.1	398
Programming Projects 11.1	399
11.2 Polymorphism	400
Exercises 11.2	415
11.3 Abstract Classes	417
11.4 Virtual Destructors and Interface Classes	427
Exercises 11.4	433
Chapter 11 Review Exercises	434
12. Recursion	436
12.1 Introduction to Recursion	436
Exercises 12.1	442
12.2 Applications of Recursion	443
Exercises 12.2	455
Programming Projects 12.2	456
Cumulative Review Exercises 5 (Chapters 11 and 12)	457
13. Templates	462
13.1 Function Overloading	462
Exercises 13.1	464
13.2 Function Templates	465

Exercises 13.2	469
13.3 Class Templates	469
Exercises 13.3	471
13.4 The Vector Container	471
Exercises 13.4	476
Appendix A Operators in their Order of Precedence	478
Appendix B ASCII Character Codes	479
Answers to Odd-Numbered Exercises	480