

**Solution Manual for Starting Out with C++ from Control
Structures to Objects 8th Edition Gaddis 0133769399**

9780133769395

Full link download

Test Bank

<https://testbankpack.com/p/solution-manual-for-starting-out-with-c-from-control-structures-to-objects-8th-edition-gaddis-0133769399-9780133769395/>

LESSON SET 2

Introduction to the C++ Programming Language

OBJECTIVES FOR STUDENT

Lesson 2A:

1. To learn the basic components of a C++ program
2. To gain a basic knowledge of how memory is used in programming
3. To understand the basic data types:
 - a. Integer
 - b. Character
 - c. Float
 - d. Boolean
 - e. String (the `string` class is treated as a data type here)
4. To introduce the five fundamental instructions and to use the assign and output statements

Lesson 2B:

5. To develop a small program using simple C++ instructions
6. To work with characters and strings

ASSUMPTIONS

Lesson 2A:

1. Students have a basic knowledge of the programming environment. They can open, edit, compile and run simple programs.

Lesson 2B:

1. Students are familiar with the output and assignment statements in C++
2. Students are familiar with the general basic outline of a C++ program so that they can generate a simple program
3. Students are familiar with the basic data types including character and string (class treated as a data type)

PRE-LAB WRITING ASSIGNMENT SOLUTIONS

1. constant
2. Integer
3. Real or Floating point
4. Modulus or mod
5. output
6. Boolean
7. 8
8. comment
9. variable
10. string

LAB ASSIGNMENTS

Lesson 2A:

Lab 2.1: Working with the `cout` statement.

Lab 2.2: Working with constants, variables and arithmetic operators

Lesson 2B:

Lab 2.3: Rectangle area and perimeter

Lab 2.4 Working with characters and Strings

LESSON 2A

LAB 2.1: Working with the `cout` Statement

This is a simple lab that works with the `cout` statement.

A solution is found in `nameKey.cpp` in the instructor's folder for Lesson Set 2.

LAB 2.2: Working with Constants, Variables and Arithmetic Operators

This is a simple lab that continues to work with the `cout` statement and introduces the assignment statement.

A solution is found in `circleareaKey.cpp` in the instructor's folder for Lesson Set 2.

LESSON 2B

LAB 2.3: Rectangle Area and Perimeter

Although Lab 2.3 asks students to create a program from scratch, it is not labeled as optional since it is so similar to Lab 2.2 that most students should not find it too difficult.

A solution is found in `rectangleKey.cpp` in the instructor's folder for Lesson Set 2.

LAB 2.3: Working with characters and Strings

This lab introduces characters and the `string` class which is treated as a data type. The distinction of the `string` class from true data types is not explained until the student is introduced to arrays of characters later in the manual.

A solution is found in `stringcharKey.cpp` in the instructor's folder for Lesson Set 2.

Possible solutions to all labs are given in the instructor's folder for Lesson Set 2.