

Chapter 1

1. a. true; b. false; c. false; d. true; e. false; f. true; g. true; h. true; i. false; j. false; k. true; l. true; m. true; n. true; o. true; p. false; q. true; r. true; s. true
2. CPU.
3. Base 2 or binary.
4. The equivalent machine language program of a high-level language program.
5. In linking, an object program is combined with other programs in the library, used in the program, to create the executable code.
6. Loader
7. #
8. Preprocessor
9. Programming is a process of problem solving.
10. A step-by-step problem-solving process in which a solution is arrived at in a finite amount of time.
11. (1) Analyze and outline the problem and its solution requirements, and design an algorithm to solve the problem. (2) Implement the algorithm in a programming language, such as C++, and verify that the algorithm works. (3) Maintain the program by using and modifying it if the problem domain changes.
12. (1) Thoroughly understand the problem. (2) Understand the problem requirements. (3) If the problem is complex, divide the problem into subproblems and repeat Steps 1 and 2.
13. 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.
$$\begin{aligned} \text{weightedAverage} = & \text{testScore1} * \text{weightTestScore1} + \\ & \text{testScore2} * \text{weightTestScore2} + \\ & \text{testScore3} * \text{weightTestScore3} + \\ & \text{testScore4} * \text{weightTestScore4}; \end{aligned}$$
14. a. Get quarters
b. Get dimes
c. Get nickels
d. Get pennies
e.
$$\begin{aligned} \text{changeInPennies} = & \text{quarters} * 25 + \text{dimes} * 10 + \text{nickels} * 5 \\ & + \text{pennies} \end{aligned}$$
15. 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. $\text{area} = \pi * \text{radius} * \text{radius}$
- c. Get price
- d. $\text{pricePerSquareInch} = \text{price} / \text{area}$

16. To determine the least selling price of a car, we need to know the listing price of the car. The algorithm is as follows:

- a. Get listingPrice
- b. Calculate the least selling price leastSellingPrice using the formula:
 $\text{leastSellingPrice} = \text{listingPrice} \times 0.85) + 500$

17. Suppose that radius denotes radius of the sphere, volume denotes volume of the sphere, and surfaceArea denotes the surface area of the sphere. The following algorithm computes the volume and surface area of the sphere.

Algorithm	C++ Instruction (Code)
1. Get the radius.	<code>cin >> radius;</code>
2. Calculate the volume.	<code>volume = (4.0 / 3.0) * 3.1416 * radius * radius * radius;</code>
3. Calculate the surface area.	<code>surfaceArea = 4.0 * 3.1416 * radius * radius;</code>

18. Suppose that billingAmount denotes the total billing amount, movingCost denotes moving cost, area denotes the area of the yard that needs to be moved, numOfAppl denotes the number of fertilizing applications, and numOfTrees denotes the number of trees to be planted. The following algorithm computes and outputs the billing amount.

- a. Enter the area of the yard.
- b. Get area
- c. Enter the number of fertilizing applications.
- d. Get numOfAppl
- e. Enter the number of trees to be planted.
- f. Get numOfTrees
- g. Calculate the billingAmount using the formula:

```

billingAmount = (area / 5000) * 35.00 + numOfAppl * 30.00
               + numOfTrees * 50.00

```

19. Suppose that `billingAmount` denotes the total billing amount, `numOfItemsOrdered` denotes the number of items ordered, `shippingAndHandlingFee` denotes the shipping and handling fee, and `price` denotes the price of an item. The following algorithm computes and outputs the billing amount.

- a. Enter the number of items bought.
- b. Get `numOfItemsOrdered`
- c. `billingAmount = 0.0;`
- d. `shippingAndHandlingFee = 0.0;`
- e. Repeat the following for each item bought.
 - i. Enter the price of the item
 - ii. Get `price`
 - iii. `billingAmount = billingAmount + price;`
- f. `if billingAmount < 200`

```

    shippingAndHandlingFee = 10 * numOfItemsOrdered;

```
- g. `billingAmount = billingAmount + shippingAndHandlingFee`
- i. Print `billingAmount`

20. Suppose `amountWithdrawn` denotes the amount to be withdrawn, `serviceCharge` denotes the service charges, if any, and `accountBalance` denotes the total money in the account.

You can now write the algorithm as follows:

- a. Get `amountWithdrawn`.
- b. `if amountWithdrawn > 500`

```

    Print "The maximum amount that can be drawn is $500"
  otherwise (if accountBalance <= 0)
    Print "Account balance is <= 0. You cannot withdraw any money."
  otherwise
  {
    if (amountWithdrawn > accountBalance)
    {
      Print "Insufficient balance. If you withdraw, services charges
        will be $25.00. Select Yes/No."

      if (Yes)
      {
        if (amountWithdrawn > 300)
          serviceCharge = (amountWithdrawn - 300) * 0.04;
        otherwise
          serviceCharge = 0;

```

```

        accountBalance = accountBalance - amountWithdrawn
                        - serviceCharge - 25;
        Print "Collect your money. "
    }
}
}
otherwise
{
    if (amountWithdrawn > 300)
        serviceCharge = (amountWithdrawn - 300) * 0.04;
    otherwise
        serviceCharge = 0;

    accountBalance = accountBalance - amountWithdrawn
                    - serviceCharge;
    Print "Collect your money."
}

```

21. Suppose x_1 and x_2 are the real roots of the quadratic equation.

a. Get a

b. Get b

c. Get c

d.

```

if (b * b - 4 * a * c < 0)
    Print "The equation has no real roots."
Otherwise
{
    temp = b * b - 4 * a * c;
    x1 = (-b + temp) / (2 * a);
    x2 = (-b - temp) / (2 * a);
}

```

22. Suppose that `tuition` denotes the tuition per semester, `semesterUnits` denotes the average semester units, `courseUnits` denotes the number of course units, `semesterWeeks` denotes the number of weeks in a semester, `classDaysPerWeek` denotes the number of days a class meets in a week, `classDaysPerSemester` denotes the total number of days a class meets in a semester, `costPerUnit` denotes the cost of one unit of a course, and `costPerClass` denotes the cost of one class.

a. Get `tuition`

b. Get `semesterUnits`

c. Get `semesterWeeks`

d. Get `courseUnits`

e. Get `classDaysPerWeek`

f. Compute `costPerUnit` using the following formula.

```
costPerUnit = tuition / semesterUnits;
```

g. Compute `classDaysPerSemester` using the following formula.

```
classDaysPerSemester = classDaysPerWeek * semesterWeeks;
```

h. Compute `costPerClass` using the following formula.

```
costPerClass = (costPerUnit * courseUnits) / classDaysPerSemester;
```

23. Suppose `averageTestScore` denotes the average test score, `highestScore` denotes the highest test score, `testScore` denotes a test score, `sum` denotes the sum of all the test scores, `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 the highest test score

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

ii. Repeat the following for each of the remaining students in the 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 the 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