CS 150 Lab 7 Loops & Switches

The objective of today's lab is to practice Loops, Ifs, Switches!

- Be sure your output looks exactly like the specified output.
- Be sure to submit the completed project to CS150-01 Drop by Friday at 5pm.
- Be sure to follow the coding standards and add comments to your code!

Lab 7.1

Create a project called **07_1_Lines**. This program will draw vertical and horizontal lines of varying length on the screen. This program must use a **switch** statement.

Ask the user for the length of the line, 1-20, and the direction, H or h for Horizontal and V or v for Vertical.

Draw a line of stars, the number of stars equal to the length of the line. Continue asking for line length and direction until the user specifies a negative length or a length greater then 20.

```
C:\Windows\system32\cmd.exe

*****************

LINES

***************

Enter the line length and direction: 4 H

****

Enter the line length and direction: 2 V

*

Enter the line length and direction: 2 V

*

Enter the line length and direction: 2 V

*

Enter the line length and direction: 2 V

*

Enter the line length and direction: 2 V

*

Enter the line length and direction: 2 V

*

Enter the line length and direction: 22 H

Press any key to continue . . .
```

```
C:\Windows\system32\cmd.exe

*****************

* LINES *
***************

Enter the line length and direction: 3 H

***

Enter the line length and direction: 3 V

*
*
Enter the line length and direction: 2 H

**

Enter the line length and direction: 1 H

*
Enter the line length and direction: -1 V

Press any key to continue . . .
```

OPTIONAL: Rather than use stars, use - for horizontal lines and | for vertical lines.

Show the instructor or TA your solution

Lab 7.2

The factorial, N!, of a number is defined as N! = $N(N-1)(N-2) \dots (3)(2)(1)$ for values of N>=1. 0! is defined as 1. Given this definition, we see that 4! is 4(3)(2)(1) which is 24.

Write a complete C++ program in a project called **07_2_Factorial** that prints the factorial of a number entered by the user. Your program must validate that the **user enters a non-negative number strictly less than 11** using a while loop.

```
********

* Factorial *

********

Find the Factorial of: 11

Find the Factorial of: -8

Find the Factorial of: 4
```

4! is 24

Show the instructor or TA your solution

Lab 7.3 Optional Challenge (Good exam review)

Write a complete C++ program in a project called **07_3_Fibonacci** to solve the following problem. The first few Fibonacci numbers are 0 1 1 2 3 5 ... After the first two Fibonacci numbers, each subsequent number is found by adding the previous two numbers. Write a complete C++ program that prints a table of Fibonacci numbers. Your program must validate that the **user enters a number larger than 2** using a while loop.

```
*** Fibonacci Table ***

Enter number of Fibonacci's: 0
Enter number of Fibonacci's: -8
Enter number of Fibonacci's: 6

Fibonacci Numbers

0
1
1
2
3
5
```

Show the instructor or TA your solution

- 1) Your programs are to compile without any errors or warnings.
- 2) Do not use any magic constants in your program. Define your constants before defining the rest of your program's variables.

Once your projects are complete, place your solution into the CS150-01 Drop folder on grace. Your solution is to have ALL previous projects completely working and correct.