CS 150 Lab 5 More Debugging & Loops

The main objective of today's lab is to use the debugger to debug more complicated code. Further, the complexity of programs that we will write is going to increase now that we have loops to work with.

- Be sure your output looks exactly like the specified output.
- Be sure to submit the completed project to CS150-02 Lab when you are done.
- Be sure to use the program skeleton and add comments to your code!

Show the instructor or TA your solution to each problem before submitting.

Lab 5.1

The following C++ code was written by a programmer trying to get cute. The code is tricky and not very readable; therefore, you are not to try and emulate this code in any way, BUT we need to know how this code works. The programmer was attempting to add the integers before a certain number and add the integers after a certain number up to some limit.

Examine the following code to solve the above problem:

```
1 ∃#include <iostream>
 2
 3
     using namespace std;
 4
 5 ⊡int main ()
 6
 7
      const int MAX VALUE = 4;
8
      const int BEFORE = 3;
9
      int count, sumBefore, sumAfter;
10
11
12
       count = sumBefore = sumAfter = 0;
13
14
      while (count < MAX VALUE)
15
         if (count < BEFORE)
16
17
18
           count = count + 1;
           sumBefore = sumBefore + count;
19
20
         else if (count >= BEFORE)
21
22
23
           count = count + 1;
24
           sumAfter = sumAfter + count;
25
         }
26
27
28
       return EXIT SUCCESS;
29
30
```

,	value of each of the follow	at the output is from execu wing variables is after each	ting the above program? In iteration of the while
Iteration #	count	sumBefore	sumAfter
Show the instructor or	TA before going on.		
desktop and run the deb		project called LoopDebug. e code one line at a time. Wop?	
Iteration #	count	sumBefore	sumAfter
Show the instructor or	TA before going on.		
sumAfter after exactly 1		10. What is the value of cohe while loop. You can set	
count =			
sumBefore =			
sumAfter =			
Show the instructor or	TA before going on.		

Lab 5.2

In lab 3 we did some temperature conversions but we could only enter a single Fahrenheit temperature at a time and find the corresponding Celsius and Kelvin temperature. It would be nicer to have a table of temperature values and subsequent conversions.

Create a project called **05_1_TemperatureTable** in your PUNetIDLabs solution that creates the following table of values:

Fahrenheit	Celsius	Kelvin
32.0	 XXX.X	XXX.X
•••		
52.0	XXX.X	XXX.X

The first column (Fahrenheit) will go from 32.0 to 52.0 in 1.0 increments. So, you will output 32.0, 33.0, 34.0 ... 52.0. The second and third columns will contain the equivalent Celsius and Kelvin values.

Remember,

$$C = \frac{5}{9}(F - 32)$$

$$K = \frac{5}{9}(F - 32) + 273$$

Note1: Your program is to compile without any errors or warnings.

Note2: 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 PUNetIDLabs into the CS150-02 Drop folder on Turing. Your solution is to have all previous projects completely working and correct.