

CS250 Assignment 2

Implementing a Book Database

Date assigned: Friday, February 14, 2014
Date due: Wednesday, February 19, 2014
Points: 15

For this assignment you are to complete the implementation of the book database that you started in class on Wednesday. You will need to create a new project called 02_BookDatabase and add it to your Assignments solution. Copy the code that you wrote in class on Wednesday to this new project.

You must complete steps **1 through 6** to receive full credit.

For the input file:

```
The Cat in the Hat
Dr. Seuss
Random House
7.29
The Lord of the Rings
J.R.R. Tolkien
Houghton Mifflin Harcourt
59.13
```

Your program must produce the following output:

```
*****
Book Database
*****

Title: The Cat in the Hat
Author: Dr. Seuss
Publisher: Random House
Price: 7.29

Title: The Lord of the Rings
Author: J.R.R. Tolkien
Publisher: Houghton Mifflin Harcourt
Price: 59.13
```

Goals for Assignment 2

1. Implement a C++ program that uses structs, arrays of structs, and files
2. Break up a program into well-defined functions
3. Test your program one function at a time

Notes:

1. Your main function is to be mainly variable declarations and function calls.

To complete this assignment you must submit the following:

1. An electronic copy of your program on Turing
 - a) Create a new C++ solution in Visual Studio 2010. Your solution must be called **PUNetIDAssignments**. For example, mine would be called ryandjAssignments. This solution will hold all of your assignment projects.
 - b) Your project for this assignment must be named **02_BookDatabase**. It is vital that you name your solution and your project correctly!
 - c) Type your program (fully documented) into the project. You need to follow the coding standards from the CS250 Web page. These coding standards have been modified to include additional C++ language features introduced in CS250, so please be sure to read the new coding standards.
 - d) Pay attention to the example output! Your program's output must look exactly like the example output! The spacing and newlines in your output must match exactly.
 - e) Make sure that your program compiles without errors & warnings and runs correctly. If you get any errors or warnings, double check that you typed everything correctly. Be aware that C++ is case-sensitive. You will lose 10% if there are any warnings and 70% if your program does not successfully compile.
 - f) Once you are sure that the program works, it is time to submit your program. You do this by logging on to Turing and placing your complete solution folder in the proper Drop folder.
 - g) The solution must be in the drop folder by time class starts on the day the assignment is due. Anything submitted after that will be considered late.
2. A hard copy of your program
 - a) The hard copy must be placed on the instructor's desk by the time class starts on the day that it is due.
 - b) The hard copy must be printed in color, double-sided, and stapled in the upper left corner if your solution contains multiple pages. I do not bring a stapler to class.

Remember, if you have any problems, come to me straight away with your project on a flash drive or on Turing. Good Luck!!!! ☺