

## Introduction to Computer Programming

### Week 2 Assignment

**Read** sections 2.1 – 2.10

**Written work:** turn in on *Friday 9/18*.

- Checkpoints 2.3, 2.5 – 2.13, 2.15 – 2.17

#### **Programs:**

*In your student folder, make a subfolder called **Computer Programming**. In this folder, make a subfolder called **Week 2**. Save all of these projects under their assigned names in this folder.*

*For each program, follow these programming guidelines:*

- *Include comments at the top identifying the name of the program, the name of the programmer, and the purpose of the program.*
- *Include comments in the program explaining the operation of the program.*
- *Use white space to ensure readability: indent appropriately and put spaces between blocks of code.*
- *Compile and run the program.*
- *When the program prints information to the screen, check the output to make sure it is well labeled and readable.*

1. **columbus.cpp** p. 32 checkpoint 2.1
2. **address.cpp** p. 39 checkpoint 2.4 *You can use a fictional address if you want.*
3. **initials.cpp** p. 53 checkpoint 2.14
4. **age.cpp** p. 59 checkpoint 2.18
5. **speed.cpp** p. 76 #25
6. **force.cpp** p.76 #26
7. **cyborg.cpp** p.78 #8
8. **triangle.cpp** p.79 #15
9. **diamond.cpp** p.79 #16 (EXTRA CREDIT)

#### **Classroom Schedule for the Week of 9/16:**

Monday: Room 346 (Lab Day)

Tuesday: Room EC309 (Notes Day)

Wednesday: Room EC307 (Lab Day)

Thursday: Room EC309 (Notes Day)

Friday: Room EC307 (Lab Day)