

Honors Computer Science C++

Mr. Clausen

Program 2A

Program 2A Comments And Output (15 points)

Write a program that uses comments in the source code to list the name of the author of the program (you). We also want to use cout statements to display the name of the author of the program when we “run” the program.

Save the program as **LastNameFirstNameP2A.cpp** in your “S:” directory. To see a model for this program look at the source code for the program “HelloWorldJava.cpp” in the network directory titled: “HonorsCompSciCFiles”. Look in the folder, “Hello World” and then the folder named “Hello World Better”. If the “My Computer” icon is not on your desktop, you can access these programs from Dev C++. Use the File Menu / Open, and then choose the “R:” network shortcut to find the file in the folders listed above.

Use comments at the beginning of the program and use cout statements to display your output. Include your Name, School I.D. Number, Program Number, Program Name, Honors Computer Science, Period Number, Starting Date, Due Date, and a description of the program in the comment section. **Format your comments to follow the example shown below in step #1.**

As you type all your programs this year, be sure not to type past the 80-column line in Dev C++. If you have any statements longer than 80 columns, press the return key to “wrap” the statement around to the next line.

1. Type comments at the beginning of the program to display your name and other information as listed below. **Do NOT use the tab key in your comments; you must use the space bar to separate each item in your comments.**

```

//*****
//*
//* Your Name Here          Your I.D. Number Here          *
//*
//* Program 2A Comments and Output                          *
//*
//* Honors Computer Science Period ?                        *
//*
//* Starting Date: 9/?/????          Due Date: 9/?/????    *
//*
//* This program will identify the author of the program    *
//* through the use of comments. It will also identify     *
//* the author through the use of cout statements in the output. *
//*****
```

2. Leave a blank line after the comments listed above and then type the preprocessor directives (leave a space between the word include and the library name):

```
#include <iostream>      //necessary for cout and cin
```

3. Type: using namespace std;
- 4.
5. Leave a blank line after the preprocessor directives and type a comment line using **equal signs** to separate all of the above from the **int** main () function. For example:
//=====
6. Leave a blank line after the comment line and then type the **int** main () function.
7. Type a left curly bracket on the line below **int** main () in column 1.
8. Leave a blank line after the left curly bracket before typing any cout statements.
9. Type your cout statements necessary to generate the output as illustrated below. **Every command or statement between the left curly bracket (in step #5) and the closing right curly bracket (in step 11) needs to be indented 3 spaces from the left margin of the text editor.** Do NOT use the tab key to indent the command 3 spaces, press the space bar 3 times. Also, do not use the tab key when formatting your output, use the spacebar instead, otherwise the output will not "line up". And yes, the asterisks are required!

```
*****
*
* Your Name          Your ID Number          *
*
* Program 2A  Comments and Output           *
*
* Honors Computer Science Period ?          *
*
*****
```

Press any key to continue....

10. Type the following commands:

```
cout<<endl<<endl<<endl;
cout << "Press any key to continue... ";
```
11. Type the command:

```
cin.get();
```

12. Type the command:
return 0;

13. Type a right curly bracket on the line below **return 0** in column 1.

14. After the last line of code in every program (the right curly bracket in this program) end your program with two comment lines of equal signs. This signifies the end of your source code. For Example:

```
//=====
//=====
```

Use this program as a “template” for all future programs. **Include this style of comments and output for every program throughout the class.**

When you are finished with your program, have tested it thoroughly to make sure that your program is correct, and are sure that you don’t need to make any changes, then save your program in the “T” network mapping, and the Program 2A folder.