Introduction To Computer Programming C++
Mr. Clausen
Program C1A, C1GI

Program 1A Comments And Output   (15 points)

Write a program to identify whom the program listing and program output belongs to. 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, Introduction To Computer Programming, 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:

```
//********************************************************************
//*                                                                  *
//*   Your Name Here              Your I.D. Number Here              *
//*                                                                  *
//*   Program 1A  Comments and Output                                *
//*                                                                  *
//*   Introduction To Computer Programming 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.   *
//********************************************************************
```

For your output, use cout statements to include your Name, School I.D. Number, Program Number, Program Name, Introduction To Computer Programming, and Period Number. Format your output to look nice, be readable, include the asterisks, and not take up more than 8-10 lines. Use the comment section above as a guideline. Be sure to use <iomanip.h> and setw to help format the output lines that have only an asterisk at the beginning and ending of every line. Do not use the tab key when formatting your output, use the spacebar instead, otherwise the output will not "line up".

As you type all your programs this year, be sure not to type past the 80-column line in Turbo C++ 4.5 for Windows. If you have any statements longer than 80 columns, press the return key to "wrap" the statement around to the next line.

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

Save your work in your "S" directory using the filename: LastNameFirstNameCP1A.cpp. When you are sure that your program is ready to be graded save your program in the "W" network mapping, and the Program 1A folder.

Program 1GI Graphics Initials   (15 points)

Write a graphics program using the commands moveto and lineto to draw your first and last initials using straight-line segments. (Any letters that have curves in them should be drawn using straight-line segments.) Try to center your initials horizontally and vertically on the screen. Make sure your program listing includes comments as mentioned in Program 1A. Include <conio.h> (as well as <grahpics.h>) and use getch() to leave your graphic displayed on the screen until the user "presses any key to continue".

Save your work in your "S" directory using the filename: LastNameFirstNameCP1GI.cpp. When you are sure that your program is ready to be graded save your program in the "W" network mapping, and the Program 1GI folder.