

C++ Practice Exercises with solutions

Control Structures

1. Consider the following program:

```
int x,y;
cin >> x >> y;
while(x!=0 && y!=0){
    if(x>y){
        x = x-y;
    }else if(x<y){
        y = y-x;
    }else y=0;
}
cout << x+y << endl;
```

What will this program print on the following inputs:

- a. 12 5
- b. 27 39
- c. -2 12
- d. 23 0

2. Write a function that takes as input a positive integer n and returns the n -th harmonic number. Reminder: the n -th harmonic number is equal to $1+(1/2)+(1/3)+(1/4)+\dots+(1/n)$

Solution:

```
double harmonic(int n)
{
    int i; double res=0.0;
    for(i=1; i<=n; i++)
```

The Practice Of Programming Exercise Solutions

Arturo Cuomo



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Java Programming Exercises Christian Ullenboom,2024-09-04 Take the next step in raising your coding skills and dive into the intricacies of Java Standard Libraries You will continue to raise your coding skills and test your Java knowledge on tricky programming tasks with the help of the pirate Captain CiaoCiao This is the second of two volumes which provide you with everything you need to excel in your Java journey including tricks that you should know in detail as a professional as well as intensive training for clean code and thoughtful design that carries even complex software Features 149 tasks with commented solutions on different levels For all paradigms object oriented imperative and functional Clean code reading foreign code and object oriented modeling With numerous best practices and extensively commented solutions to the tasks these books provide the perfect workout for professional software development with Java *Microsoft QuickBASIC* David I. Schneider,1989

Object-oriented Programming with Smalltalk Harald Wertz,2015-11-26 Object oriented programming is a way of thinking about problems Smalltalk is one of the purest incarnations of an object oriented programming language Using a pedagogical approach this book covers all aspects of object oriented programming first through the study of various preexisting Smalltalk classes their implementation and use then through a detailed description of an implementation of an interactive Lindenmayer system and through implementation of a series of calculators The author addresses such subjects as graphics programming dependency mechanisms and hierarchical specialization This book fills the gap for an in depth self study reference permitting the reader to master all aspects of object oriented programming through a large set of exercises with highly detailed resources Downloadable software content for practice applications Covers all aspects of Smalltalk the concepts of primitive objects classes and instances static and dynamic inheritance and methods as well as graphical programming the dependency mechanisms and the handling of exceptions Features in depth studies of two programming projects and annotated solutions to all exercises and appendices

QBasic David I. Schneider,1994 Teaches the fundamentals of programming from the ground up using the simplicity of QBasic to illustrate problem solving techniques and structured programming Early chapters cover QBasic programming and later chapters present optional topics files graphics simulation and Visual Basic

An Introduction to Programming Using Visual Basic David I. Schneider,1995 An introduction to programming in Microsoft and Visual Basic on the IBM PC and IBM PC compatibles This text contains programming projects that reflect the variety of ways that computers are used in business and engineering and presents games and general interest topics It uses case studies that focus on programming applications where the problems are analyzed and the programs are developed with top down charts and pseudocode The book covers strings throughout to prepare readers for substantial string handling programs and introduces arrays gently

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David I. Schneider,1990 **Microsoft QBasic** David I. Schneider,1991 **A Programmer's Guide to Java Certification**

Khalid Azim Mughal,Rolf W. Rasmussen,2003 Includes several mock exams and a version of the SCJP 1 4 Exam Simulator on accompanying CD ROM **Big Java** Cay S. Horstmann,2009-12-30 This book introduces programmers to objects at a gradual pace The syntax boxes are revised to show typical code examples rather than abstract notation This includes optional example modules using Alice and Greenfoot The examples feature annotations with dos and don ts along with cross references to more detailed explanations in the text New tables show a large number of typical and cautionary examples New programming and review problems are also presented that ensure a broad coverage of topics In addition Java 7 features are included to provide programmers with the most up to date information **Intelligent Tutoring Systems** Andre Coy,Yugo Hayashi,Maiga Chang,2019-05-31 This book constitutes the proceedings of the 15th International Conference on Intelligent Tutoring Systems ITS 2019 held in Kingston Jamaica in June 2019 The 14 full papers and 13 short papers presented in this volume were carefully reviewed and selected from 42 submissions In the back matter of the volume 4 poster papers are included They deal with the use of advanced computer technologies and interdisciplinary research for enabling supporting and enhancing human learning **HCI International 2025 - Late Breaking Papers** Brian K. Smith,Marcela Borge,Robert A. Sottolare,Jessica Schwarz,2026-01-01 The 16 volume set LNCS 16331 16346 constitutes late breaking papers from the 27th International Conference on Human Computer Interaction HCI International 2025 held in Gothenburg Sweden during June 22 27 2025 439 papers and 104 posters were included in the volumes of the proceedings published after the conference as Late Breaking Work The papers were organized in topical sections as follows Part I Theoretical and Conceptual Advances in HCI and User Interface and Interaction Design Design for Inclusivity and Social Impact Part II Robotics Embodied Agents and Human Robot Interaction Smart Environments and Manufacturing Systems Human AI Interaction and Generative AI in Design and Ethics Privacy and Sustainability in Digital Systems Part III Human Experience in Virtual Environments Human Factors in Intelligent and Autonomous Systems and Computational Methods for Human Behavior Analysis Part IV Human Performance and Safety in Aviation Human Automation Teaming Eye Tracking Cognition and Situation Awareness and Innovations in Adaptive and Responsive Environments Part V Accessibility and Inclusive Interaction Design Accessibility and Innovations in Intelligent Environments and Human Centered Technologies for Autism and Neurodiverse Populations Part VI Designing for Positive Change Well Being Inclusion and Social Impact Cross Cultural and Creative Design Futures Design

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Proceedings of the Future Technologies Conference (FTC) 2024, Volume 3 Kohei Arai,2024-11-07 This book covers proceedings of the Future Technologies Conference FTC 2024 which showcase a collection of thoroughly researched studies presented at the ninth Future Technologies Conference held in London the UK This premier annual event highlights groundbreaking research in artificial intelligence computer vision data science computing ambient intelligence and related fields With 476 submissions FTC 2024 gathers visionary minds to explore innovative solutions to today s most pressing challenges The 173 selected papers represent cutting edge advancements that foster vital conversations and future collaborations in the realm of information technologies The authors extend their deepest gratitude to all contributors reviewers and participants for making FTC 2024 an unparalleled success The authors hope this volume inspires and informs its readers encouraging continued exploration and innovation in future technologies **Microsoft Visual Basic for Applications** Alan I. Rea,2005 Aims to focus on technologies that go beyond core applications of Microsoft Office This book is designed to supplement instruction in core courses **Knowledge-based Software Engineering** Pavol Návrát,Haruki

Ueno,1998 This text collects contributions from different countries to a wide range of topics in software engineering Special emphasis is given to application of knowledge base methods to software engineering problems The papers tackle such areas as architecture of software and design patterns *Finite Mathematics and Its Applications* Larry Joel Goldstein,David I. Schneider,Martha J. Siegel,1988 Computer Algorithms and Flowcharting Gerald A. Silver,Joan B. Silver,1975 This book explains in a simple coherent and logical way how to analyze a problem and how to structure its solutionj for computer programming It describes the algorithms or sets of logical procedures that a computer can implement and shows the student how to illustrate these steps with flowcharts The text moves from the simple to the complex It begins with an explanation of elementary programming theory and flowcharting rules then gradually presents more involved sophisticated programming techniques used to solve problems in business and technical data processing environments Chapters six and seven present a series of exercises to build mastery of these techniques *Turbo Pascal in the Lab* Louise C. Hewitt,1993

Futureproofing Engineering Education for Global Responsibility Michael E. Auer,Tiia Rütmann,2025-03-20 This book contains papers in the fields of Green transition in education New generation of engineering students Entrepreneurship in engineering education Open education best practices Project based learning PBL Teaching best practices We are currently witnessing a significant transformation in the development of education on all levels and especially in post secondary and higher education To face these challenges higher education must find innovative and effective ways to respond in a proper way Changes have been made in the way we teach and learn including the massive use of new means of communication such as videoconferencing and other technological tools Moreover the current explosion of artificial intelligence tools is challenging teaching practices maintained for centuries Scientifically based statements as well as excellent best practice examples are necessary for effective teaching and learning engineering The 27th International Conference on Interactive Collaborative Learning ICL2024 and 53rd Conference of International Society for Engineering Pedagogy IGIP which took place in Tallinn Estonia between September 24 and 27 2024 was the perfect place where current trends in Higher Education were presented and discussed IGIP conferences have been held since 1972 on research results and best practices in teaching and learning from the point of view of engineering pedagogy science ICL conferences have been held since 1998 being devoted to new approaches in learning with a focus on collaborative learning in higher education Nowadays the ICL conferences are a forum of the exchange of relevant trends and research results as well as the presentation of practical experiences in learning and engineering pedagogy In this way we try to bridge the gap between pure scientific research and the everyday work of educators Interested readership includes policymakers academics educators researchers in pedagogy and learning theory schoolteachers learning industry further and continuing education lecturers etc

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