Week 3

Chapter to Cover: Chapter 2

The remaining parts of chapter 2 that was not covered in the preamble

Content to be Covered:

Content	Book Units
Datatypes	2.6 -2.10
Int, char, string, floating-point, bool	
sizeof	2.11
Variable assignment & initialization	2.12
Arithmetic Operators	2.14
Constants	2.16

To be completed before Class:

Listen to MPL video Chapter 2 videos 2, 3, 4
Listen to APSU video Chapter 2 video 3 and 4

Lab Work:

1. Input program from chapter 2 video 4 (display program on the projector)
2. Compile, execute, and test
3. Modify this program to accept the price of the meal from the keyboard and accept the tip amount and perform the same calculation and display (use TN tax of 9.5%).

Assignments:

Click for Pass3 Assignment Calculate the cost of a pizza party.
MPL3: MyProgrammingLab 2.2, 2.7, 2.8, 2.10, 2.12

Quiz 3:

Over chapter 2