

CMPSC 121: Project 2

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1 Instruction

Write a program (`welcome.cpp`) with the following features:

1. Print out `welcome-to-the-game` message on screen. (use `cout` statements)
2. Get an user account input from the keyboard. (use `cin`)
3. Print out user account name followed by another welcome message.
4. Print out how many days and hours the detective has until capturing a criminal. Assume that the detective starts with 7 and 1/2 days remaining.

```
$ ./a.out

***** Welcome to WHERE IN THE WORLD IS CARMEN SANDIEGO *****

Your name, please: jwsohn

Welcome, detective jwsohn

You have 7 days and 12 hours to arrest a criminal.
```

1.1 NOTES:

- **Due date:** by midnight (11:59pm) on February 24th (Tuesday)
- Start your coding with the following code template and adding modifications of your own. You can copy and paste the template from here or download the template from the Angel.

```
/* Project 2: Description goes here
   Programmer: Your name (abc123@psu.edu)
   Date: 01/01/2015
   (Optional) Assistance with cout statements provided by Rob the tutor
*/

int main()
{
    /* declare variables here */

    int totalHours = 0, hoursLeft = 0, daysLeft = 0;
```

```

    /* print welcome screen. Get user name input from keyboard */

    /* print out the user name */

    /* print out time information */

    totalHours = 7 * 24 + 12;           // 7 and 1/2 days remaining

    cout << "You have " << daysLeft << " days";
    cout << " and " << hoursLeft << " hours to arrest a criminal." << endl;

    return 0;
}

```

- Be sure to follow the proper coding style as much as you can. (The purpose is to develop a good habit from the start.) Some of the style elements are:
 - indentation
 - naming convention: variables (int numberBooks), file name (hello.cpp), project name (HelloWorld).
 - comments

1.2 Technical notes:

If you use Visual Studio:

- Create a Visual Studio project with the name `Welcome`. You can use a different name but *make sure* that the name follows the coding style. Avoid using default names such as `ConsoleApplication` or `Source.cpp`.
- In case you have problem with saving (i.e. read-only filesystem error as was with some Lab computers in class), move your project folder to Desktop folder.
- Click on 'Start without debugging' menu item under Build menu to avoid window closing instantly when you run the compiled binary.
- **Submission:** After you are done, zip the project folder (or `welcome.cpp` file) and upload the zip file on the Angel dropbox.

If you use Linux:

- `g++` compiler does not have any Project-like environment similar to Visual Studio's. You need to create a directory and create your source code file in the directory. Some Linux commands are:
 - Create a directory: `mkdir Welcome`
 - Change to a directory: `cd Welcome`

- Edit welcome.cpp file: nano welcome.cpp
 - Compilation: g++ welcome.cpp
 - Execution of the compiled binary: ./a.out
- I recommend the use of MobaXTerm over Secure Shell Chrome app since MobaXTerm has a secure file transfer (sFTP) feature available. If you use lab computers, download “portable” version of MobaXTerm since you can install it on lab computers without administrator’s privilege.
 - **Submission:** After you are done, download the welcome.cpp file to your own computer using MobaXTerm. Then zip the file up and upload to the Angel dropbox.