// Your name
// GE U111–Section X
// Date
// State what the program does (what are its inputs and/or outputs).

#include <> // include all appropriate header files
#include <> …
using namespace std; // always use this statement with any include statements
#define CONSTANT1 value1 // define any constants; use all-CAPS
#define CONSTANT2 value2 // these values are accessible to all functions below
…
int func1(int v1, float v2, int v3); // DECLARE any functions that will be invoked
double func2(void); // function declarations are terminated with semicolons!
void func3(void);
…

// *******************************************************************************************
int main() // PROGRAM BEGINS AND ENDS IN MAIN FUNCTION
{
    variable declarations; // Start with any variable declarations and assignments
    executable statements; // body of program goes here
    …. // DOCUMENT YOUR CODE (i.e., include comments as needed)!
    return 0;
}
// *******************************************************************************************

int func1(int v1, float v2, int v3) // function DEFINITION – same prototype as declaration with NO “;”
{
    local variable declarations;
    executable statements;
    return (exprn); // note: here exprn must be of type int
}

double func2(void) // function DEFINITION – same prototype as declaration with NO “;”
{
    local variable declarations;
    executable statements;
    return (exprn); // note: here exprn must be of type double
}

void func3(void) // function DEFINITION – same prototype as declaration with NO “;”
{
    local variable declarations;
    executable statements;
    return (void); // note: here we uses void because func3 does not return any values
}
…

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GE U111 – Spring 2004