

Week 6 Lab

This Week

Next week you will demonstrate your the second version of the calc program. You will attempt stories 6-11 from the calc backlog. (**Tip:** once you get story 8 done, stories 9-11 are easy. These should give you some easy marks. Remember, the marks for formatting and compilation without warning or error are easy points, don't miss out on them.)

You will need to download **wk2-calc.zip** into your working directory using `wget sp.nathanielgmartin.com/wk2-calc.zip`. When you unzip it in your working directory, it will produce the same files that you found in wk1-calc. However, `calc.c` will contain the stubs needed for stories 6-11. You will need to the functions you wrote last week into `calc.c` in wk2-calc because the new program builds on the old program.

Be careful: it is very easy to overwrite files in Unix. Copy last weeks work into a safe place before you begin working. To avoid copying over you work:

1. Create a new directory in your working directory called `old_week1`.
2. Copy the directory you demo this week into `old_week1`.
3. Work only in `wk2_calc`. You can always download a new untouched copy, but you cannot restore you work if you lose it.

Demo

Today you will be demoing the first set of stories from the calculator backlog.

Marks

- Story 1 (15 marks)
 - Proper formatting (5 marks)
 - Compiles (5 marks)
 - Prints “Calculator (enter 'x' to exit)” (5 marks)
- Story 2 (15 marks)
 - Proper formatting (5 marks)
 - Compiles (5 marks)

- Prints “Enter command> ” (2 marks)
- Quits when you enter 'x' (3 marks)
- Story 3 (15 marks)
 - Proper formatting (5 marks)
 - Compiles (5 marks)
 - Prints “Enter command> ” (2 marks)
 - Asks for another command when you enter 'z' (3 marks)
- Story 4 (15 marks)
 - Proper formatting (5 marks)
 - Compiles (5 marks)
 - Prints “Invalid command: z” when you enter 'z' (3 marks)
 - Prints “Invalid command” only once and prompts for a new command.
- Story 5 (15 marks)
 - Proper formatting (5 marks)
 - Compiles (5 marks)
 - Prints “Enter an integer> “ when you enter 'i' (2 marks)
 - Prints “You entered 1” when you enter '1' (3 marks)