

Homework II

Assigned in Laboratory II

Due Start of Laboratory III

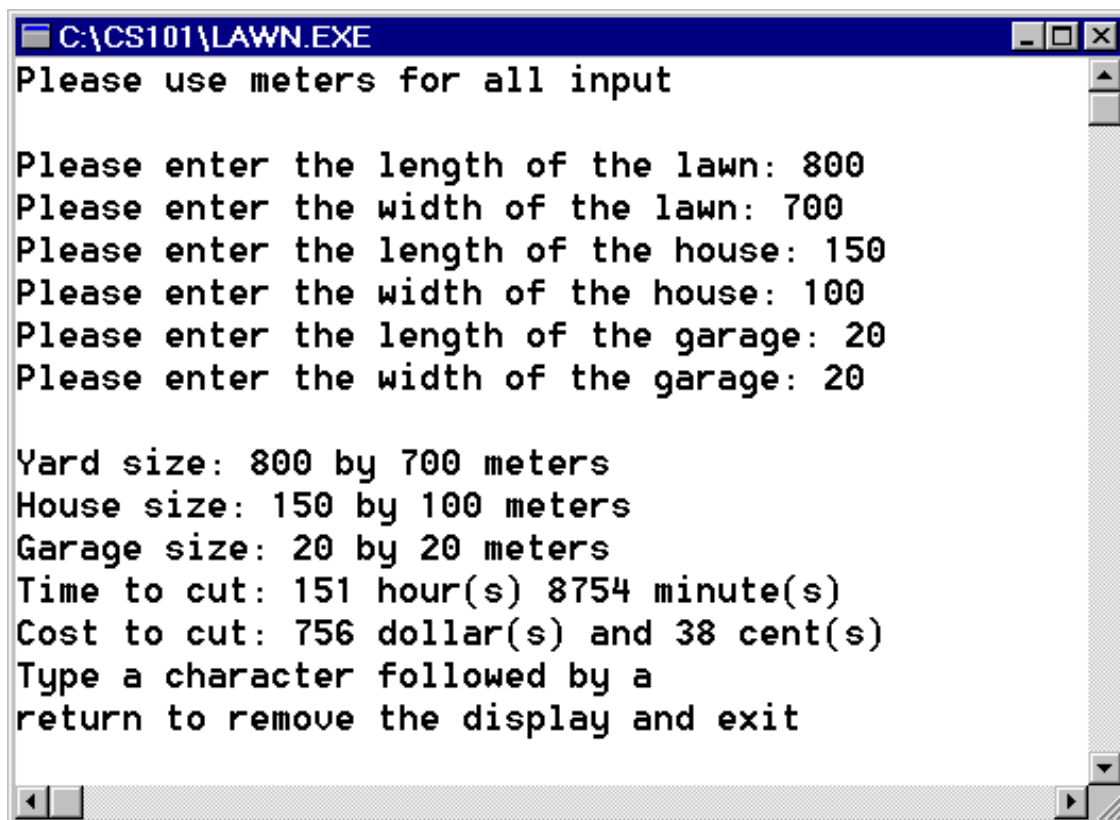
Please perform the following activities. This assignment is unpledged. You may work with one other person. You are allowed to talk with others, but your work must be your own.

Objective

The objective of this assignment is to practice modifying an existing. Professional programmers often modify code written by another programmer. In addition, this assignment introduces you to using the EzWindows API.

Problem

Modify program 3.4 (the lawn mowing example) so that it handles lawns that have two buildings. Assume the second building is an attached garage. The garage is always attached to the right side of the house. The console window created by your program should look like the following.

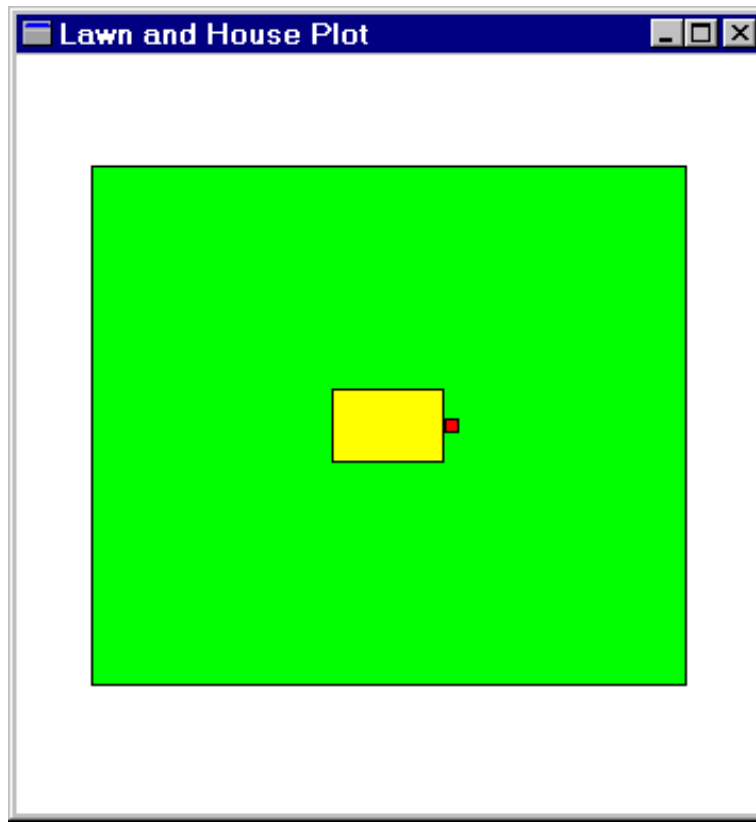


```
C:\CS101\LAWN.EXE
Please use meters for all input

Please enter the length of the lawn: 800
Please enter the width of the lawn: 700
Please enter the length of the house: 150
Please enter the width of the house: 100
Please enter the length of the garage: 20
Please enter the width of the garage: 20

Yard size: 800 by 700 meters
House size: 150 by 100 meters
Garage size: 20 by 20 meters
Time to cut: 151 hour(s) 8754 minute(s)
Cost to cut: 756 dollar(s) and 38 cent(s)
Type a character followed by a
return to remove the display and exit
```

The graphics display window should look like the following.



Notice how the garage (in red) abuts the house on the right side.

Use the code that was provided for you in laboratory II. Do not use the code found on the disk in your book. This code contains several subtle errors.

Notes

You should submit your program electronically before laboratory III. See your handout for how to do this.

You should also turn in a hardcopy (print out) at the beginning of your laboratory when the program is due. This assignment is due at the beginning of laboratory III.

See the 101 Web page for the grading criteria for this assignment. The URL is:

<http://www.cs.virginia.edu/cs101/>