

Inlab 11: C++ review

This inlab is to be turned in during lab on the 5th or 6th of April.

Your code in this lab will be graded for style and efficiency.

Part A:

Complete the function found in inlab11a.cc so that it takes a string as an input and returns the integer represented by the string. For example `stoint("234")` is to return 234, while `stoint("-45")` is to return -45. If the string doesn't represent an integer (say "12y" or "y34") then any value may be returned.

Part B

Write a C++ function

```
int threemax(int a, int b, int c);
```

It is to return a number equal to three times the value of the maximum of a, b, and c. For example,

```
threemax(-22, 4, 6)
```

would return 18. Name your file inlab11b.cc

Part C

Complete the code found in inlab11c.cc

Part D

In the game of Monopoly a player rolls two six-sided dice and sums the result to determine how far to move. Each die is labeled with the integers from one to six and each possible value on a given die is equally likely to appear. You are to write a program that simulates 100000 such rolls and print the percent of time each value (from 2 to 12) is rolled.

Comments:

- You need not worry about #includes or "using namespace std" (Assume they have been done for you as needed.)
- To generate a random number from 1 to 6 you can use `(rand()%6+1)`
- You may use this page and the following page for your solution. Your solution should be clear and readable.

Your program's printout should look something like this:

Percent of time we rolled a 2 was: 2.7878%

Percent of time we rolled a 3 was: 5.5361%

Percent of time we rolled a 4 was: 8.3189%

(And so on, up to 12)