

Skeleton Code Handout for Lab1

Directions: You are to type this code in manually with an editor that you can use that is compatible with the submission process on Jinx system.

```
#include <iostream>
//1. Missing line (that can cause syntax errors in your code!)

class Pascaline
{
public:

//2. Missing line

    //member functions prototypes
    void setRegister1(int);
    void setRegister2(int);
    void setRegisterResult(int);
    int getRegister1();
    int getRegister2();
    int getRegisterResult();
    void clearRegisters();
    void addRegisters();
    void getInputValues();
    void displayOutputValue();

private:

    int register1;
//3. Missing line of code

    int registerResult;

//4. Syntax Error on next line
} //end class Pascaline

//-----
//---Implementation of the member functions
//-----

//Insert Constructor implementation here

//member function to set register1
void Pascaline::setRegister1( int reg1)
{
    register1 = reg1;
}

//member function to set register2
void Pascaline::setRegister2( int reg2)
{
//5. Missing line of code
}
```

```

//member function to set resultRegister
void Pascaline::setRegisterResult( int regResult)
{
    registerResult = regResult;
}

//member function to get the register1 value
int Pascaline::getRegister1()
{
    return(register1);
}

//member function to get the register2 value
int Pascaline::getRegister2()
{
    return(register2);
}

//member function to get the resultRegister value
int Pascaline::getRegisterResult()
{
//6. Missing line of code

}

//Implement clearRegisters() here
//It sets the value of all the registers equal to zero

//Implement addRegisters() here
//It will add register1 and register2 and put result in registerResult

//Implement getInputValues() here
//It will get the input data from the user

//Implement displayOutputValues() here
// It will display the output register and computation to the user

int main()
{
    //Instantiate your main object here
    Pascaline myPascaline;

    //Now call the public member functions to use the object
    myPascaline.getInputValues();
    myPascaline.addRegisters();
//7. Missing line of code

    return 0;
}

```