

CS205 C/ C++ Program Design - Assignment 1

Please implement a calculator which can multiply two integers.

Requirements:

1. When you run the program as follows:

```
$. /mul
Please input two integers
2 3
```

It will output 6.

2. If you input some non-integer numbers, the program can tell the user that the input is wrong.

```
./mul
Please input two integers
a 2
```

3. If you input some big integers as follows

```
./mul
Please input two integers
1234567890 1234567890
```

What will happen? Please describe some possible solutions.

4. Some others which can improve the program.

Rules:

1. Please submit your assignment report before its deadline. After the deadline (even 1 second), **0 score!**
(For students who register this course before Sep. 6, they should submit their assignment reports before 23:59 on Sep. 13. For the rest students they should submit their assignment reports in one week after they register.)
2. If you only implement **requirement 1, the upper boundary of your score is 80**. For a better score, you should implement the rest requirements. Your score will also depend on the quality of your source code and your report. Your report should be easy to understand and describe your work well, especially the highlights of your work.
3. Please pay more attention to your **code style**. After all this is not ACM-ICPC contest. You have enough time to write code with both correct result and good code style. You will get deduction if your code style is terrible. You can read Google C++ Style Guide (<http://google.github.io/styleguide/cppguide.html>) or some other guide for code style.

Report Template:

CS205 C/ C++ Program Design

Assignment 1

Name: Your Name (Chinese name for Chinese students, English name for international students), **SID:** 11X1XXXX

Part 1. Source Code

Part 2. Result & Verification

In this part, you should present the result of your program by listing the output of test cases and optionally add a screen-shot of the result.

Test case #1:

Screen-short for case #1:

Test case #2:

Screen-short for case #2:

Part 3. Difficulties & Solutions, or others