

Lab on enums CPS 171 J. Remen

This lab is to give you practice using enums.

1. Start Visual Studio and make a new C++ project, with the usual defaults
2. Add a new source file to the project
3. Cut-and-paste from this web page http://www.hal9k.com/cps171/enumslab_cpp.htm into your source.cpp file:
3. Add a local Resource file to your project called **ReFormat.dat**
4. Cut-and-paste from this web page <http://www.hal9k.com/cps171/reformat.htm> into your **ReFormat.dat** file

The `enumslab.cpp` file contains a basic outline of a program, which you will modify. **It does NOT compile at the present time.** A hard copy of the file is provided below. Note the comment that says

```
“Program enumslab.cpp reads characters from file DataIn and
writes them to DataOut with the following changes:
all letters are converted to uppercase, digits are
unchanged, and all other characters except blanks and
newline markers are removed.”
```

```
For example: if the file DataIn contained
ab3 PQ;
%Xf#
```

```
then, after the program is run, the file DataOut should contain
AB3 PQ
XF
```

You must replace the `*****` in the functions with an appropriate value from the enum and write the code for the switch statement in main. It is suggested that you work on the function `kindOfChar` first.

Hand in a listing of the program file and the output file.

```
// Modified from the book - A laboratory course in C++ by Nell Dale
// by Janet Remen Oct 2000 as a lab for CPS 171.
// Program enumslab.cpp reads characters from file DataIn and
// writes them to DataOut with the following changes:
//         all letters are converted to uppercase, digits are
//         unchanged, and all other characters except blanks and
//         newline markers are removed.
#include <iostream>
#include <cctype>
#include <fstream>
using namespace std;

enum CharType {LO_CASE, UP_CASE, DIGIT, BLANK_NEWLINE, OTHER};
```

