

---

Subject: I Learn Some Basic C++!

Posted by [\\_SSnipe\\_](#) on Tue, 23 Jun 2009 08:01:50 GMT

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Lol this is very very very simple stuff to you guys but after reading on in my c++ book (c++ without fear referred to me by reborn) I made a simple console command prompt that what ever number you type in gets multiply by 100! lol nothing special but im happy im learning something

```
#include "stdafx.h"
#include <iostream>
using namespace std;

int main() {
    double x;
    cout << "Enter Number Here To Be Multiplied By 100: ";
    cin >> x;
    cout << "The Output Is: " << 100 * x;
    return 0;
}
```

---

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Subject: Re: I Learn Some Basic C++!

Posted by [Nightma12](#) on Tue, 23 Jun 2009 14:46:09 GMT

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good for you.

---

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Subject: Re: I Learn Some Basic C++!

Posted by [ErroR](#) on Tue, 23 Jun 2009 15:30:52 GMT

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---

why the sarcasm it's nice of him learning

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [cnc95fan](#) on Tue, 23 Jun 2009 16:12:12 GMT

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---

Now do something where I can enter in a specified amount of numbers, it adds up all those numbers and then gets multiplied by 100

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Subject: Re: I Learn Some Basic C++!

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Posted by [Gen\\_Blacky](#) on Tue, 23 Jun 2009 16:43:10 GMT

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Subject: Re: I Learn Some Basic C++!

Posted by [archerman](#) on Tue, 23 Jun 2009 19:00:06 GMT

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---

this would be the perfect fit for you

[http://rlv.zcache.com/c\\_programming\\_tshirt-p235905337691303285cpu4\\_400.jpg](http://rlv.zcache.com/c_programming_tshirt-p235905337691303285cpu4_400.jpg)

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Subject: Re: I Learn Some Basic C++!

Posted by [raven](#) on Tue, 23 Jun 2009 19:39:03 GMT

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---

printf + scanf > cin + cout

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [reborn](#) on Tue, 23 Jun 2009 19:45:05 GMT

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---

Evolve it...

Allow people to input a multiplier (currently your multiplier is 100).

So they input x as the number they want to multiply, then y as the multiplier.

You then have a program that can times any two numbers and give you the answer.

Further on in that book just a little your learn to create your own functions and use different libraries for triangular numbers...

Nice one dude, way to go!

---

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Subject: Re: I Learn Some Basic C++!

Posted by [\\_SSnipe\\_](#) on Tue, 23 Jun 2009 19:59:36 GMT

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cnc95fan wrote on Tue, 23 June 2009 09:12 Now do something where I can enter in a specified amount of numbers, it adds up all those numbers and then gets multiplied by 100

I just tryed that, odd enough I can get them to all add up..and even plus another number, but wont multiply correctly for some reason

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [cnc95fan](#) on Tue, 23 Jun 2009 20:32:51 GMT

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---

Post the code and ask for help

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Subject: Re: I Learn Some Basic C++!

Posted by [\\_SSnipe\\_](#) on Tue, 23 Jun 2009 22:48:32 GMT

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---

as i said im new and this basic stuff is all i know so far but im just guessing it but here cnc

```
#include "stdafx.h"
#include <iostream>
using namespace std;

int main() {
    double a, b, c, d, e;
    cout << "Enter numbers here to be added up (5 is the max) then multiplied by 100 ";
        cin >> a;
    cout << "Enter second digits: ";
        cin >> b;
    cout << "Enter third digits: ";
        cin >> c;
    cout << "Enter fourth digits ";
        cin >> d;
    cout << "Enter fifth digits: ";
        cin >> e;
        cout << "The Output Is: " << 100 * a + b + c + d + e;
    return 0;
}
```

---

Subject: Re: I Learn Some Basic C++!

Posted by [Sir Kane](#) on Tue, 23 Jun 2009 23:47:07 GMT

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---

raven wrote on Tue, 23 June 2009 14:39

Quote:Quote:Quote:Quote:printf + scanf > cin + cout

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [nopol10](#) on Wed, 24 Jun 2009 00:00:28 GMT

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---

SSnipe wrote on Wed, 24 June 2009 06:48as i said im new and this basic stuff is all i know so far but im just guessing it but here cnc

```
#include "stdafx.h"
#include <iostream>
using namespace std;

int main() {
    double a, b, c, d, e;
    cout << "Enter numbers here to be added up (5 is the max) then multiplied by 100 ";
    cin >> a;
    cout << "Enter second digits: ";
    cin >> b;
    cout << "Enter third digits: ";
    cin >> c;
    cout << "Enter fourth digits ";
    cin >> d;
    cout << "Enter fifth digits: ";
    cin >> e;
    cout << "The Output Is: " << 100 * a + b + c + d + e;
    return 0;
}
```

Order of operations, what happens here is that a is multiplied by 100 and then added together with b, c, d and e. What you need is to bracket up a+b+c+d+e.

```
cout << "The Output Is: " << 100 * (a + b + c + d + e);
```

---

Subject: Re: I Learn Some Basic C++!

Posted by [cnc95fan](#) on Wed, 24 Jun 2009 00:01:12 GMT

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---

Nvm

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [\\_SSnipe\\_](#) on Wed, 24 Jun 2009 01:04:12 GMT

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---

nopol10 wrote on Tue, 23 June 2009 17:00SSnipe wrote on Wed, 24 June 2009 06:48as i said im new and this basic stuff is all i know so far but im just guessing it but here cnc

```
#include "stdafx.h"
#include <iostream>
using namespace std;

int main() {
    double a, b, c, d, e;
    cout << "Enter numbers here to be added up (5 is the max) then multiplied by 100 ";
        cin >> a;
    cout << "Enter second digits: ";
        cin >> b;
    cout << "Enter third digits: ";
        cin >> c;
    cout << "Enter fourth digits ";
        cin >> d;
    cout << "Enter fifth digits: ";
        cin >> e;
        cout << "The Output Is: " << 100 * a + b + c + d + e;
    return 0;
}
```

Order of operations, what happens here is that a is multiplied by 100 and then added together with b, c, d and e. What you need is to bracket up a+b+c+d+e.

```
cout << "The Output Is: " << 100 * (a + b + c + d + e);
```

OO so simple, so do you always got to put those variables in brackest when theres mroe then one? or always?

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---

**Subject: Re: I Learn Some Basic C++!**

Posted by [raven](#) on Wed, 24 Jun 2009 01:06:33 GMT

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---

It's not just that there's multiple variables. It's that you have to follow the order of operations when doing any mathematical calculation, and brackets are part of said order of operations

BEDMAS - Brackets/Exponents/Division/Multiplication/Addition/Subtraction

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Subject: Re: I Learn Some Basic C++!

Posted by [\\_SSnipe\\_](#) on Wed, 24 Jun 2009 01:27:03 GMT

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raven wrote on Tue, 23 June 2009 18:06It's not just that there's multiple variables. It's that you have to follow the order of operations when doing any mathematical calculation, and brackets are part of said order of operations

BEDMAS - Brackets/Exponents/Division/Multiplication/Addition/Subtraction

ok that makes since thanks for that tip

---

Subject: Re: I Learn Some Basic C++!

Posted by [Omar007](#) on Wed, 24 Jun 2009 07:51:39 GMT

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---

SSnipe wrote on Wed, 24 June 2009 03:04nopol10 wrote on Tue, 23 June 2009 17:00SSnipe wrote on Wed, 24 June 2009 06:48as i said im new and this basic stuff is all i know so far but im just guessing it but here cnc

```
#include "stdafx.h"
#include <iostream>
using namespace std;

int main() {
    double a, b, c, d, e;
    cout << "Enter numbers here to be added up (5 is the max) then multiplied by 100 ";
        cin >> a;
    cout << "Enter second digits: ";
        cin >> b;
    cout << "Enter third digits: ";
        cin >> c;
    cout << "Enter fourth digits ";
        cin >> d;
    cout << "Enter fifth digits: ";
        cin >> e;
        cout << "The Output Is: " << 100 * a + b + c + d + e;
    return 0;
}
```

Order of operations, what happens here is that a is multiplied by 100 and then added together with b, c, d and e. What you need is to bracket up a+b+c+d+e.

```
cout << "The Output Is: " << 100 * (a + b + c + d + e);
```

OO so simple, so do you always got to put those variables in brackest when theres mroe then one? or always?

I Would also suggest to make a loop instead of using 5 doubles.

Something like this:

```
#include "stdafx.h"
#include <iostream>
using namespace std;

int main()
{
    double n, t; //n = number filled in, t = total counter
    cout << "Please enter 5 numbers seperated by a space";

    for(int i=0; i<5; i++) //To increase the number of numbers you can fill in you just have to replace
the 5 to another number so you dont have to copy/paste again for every new number
    {
        cin >> n;
        t += n;
    }

    cout << "The output is: " << 100*t;
    return 0;
}
```

EDIT: Havent tested it but wrote it out of my mind but you'll get the idea right???

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [jnz](#) on Wed, 24 Jun 2009 17:00:32 GMT

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---

SSnipe wrote on Wed, 24 June 2009 02:04nopol10 wrote on Tue, 23 June 2009 17:00SSnipe wrote on Wed, 24 June 2009 06:48as i said im new and this basic stuff is all i know so far but im just guessing it but here cnc

```
#include "stdafx.h"
#include <iostream>
using namespace std;

int main() {
    double a, b, c, d, e;
    cout << "Enter numbers here to be added up (5 is the max) then multiplied by 100 ";
    cin >> a;
    cout << "Enter second digits: ";
    cin >> b;
```

```
cout << "Enter third digits: ";
cin >> c;
cout << "Enter fourth digits ";
cin >> d;
cout << "Enter fifth digits: ";
cin >> e;
cout << "The Output Is: " << 100 * a + b + c + d + e;
return 0;
}
```

Order of operations, what happens here is that a is multiplied by 100 and then added together with b, c, d and e. What you need is to bracket up a+b+c+d+e.

```
cout << "The Output Is: " << 100 * (a + b + c + d + e);
```

OO so simple, so do you always got to put those variables in brackest when theres mroe then one? or always?

Read up on BODMAS (or BADMAS).

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [YazooGang](#) on Thu, 25 Jun 2009 01:23:07 GMT

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---

BUG, BUG, BUG!

Ok, i tried it out and when i need to get the answer, the window closes. I fixed it but fix it your own for your learning. lol

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [\\_SSnipe\\_](#) on Thu, 25 Jun 2009 01:37:02 GMT

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---

YazooGang wrote on Wed, 24 June 2009 18:23BUG, BUG, BUG!

Ok, i tried it out and when i need to get the answer, the window closes. I fixed it but fix it your own for your learning. lol

Lol, ya I know it runs when you do ctrl+F5 in visual c++ but when you click and run program in folder...closes

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [dr3w2](#) on Thu, 25 Jun 2009 04:52:30 GMT

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---



erm BEDMAS?

Brackets  
Exponents  
Division  
Multiplication  
Addition  
Subtraction

top to bottom, that's like grade 9 math ...

All languages follow this.. just like your calculator

$5*5+2 = 27$   
 $5*(5+2) = 35$

---

Subject: Re: I Learn Some Basic C++!  
Posted by [\\_SSnipe\\_](#) on Thu, 25 Jun 2009 05:14:06 GMT  
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---

andr3w282 wrote on Wed, 24 June 2009 21:52erm BEDMAS?

Brackets  
Exponents  
Division  
Multiplication  
Addition  
Subtraction

top to bottom, that's like grade 9 math ...

All languages follow this.. just like your calculator

$5*5+2 = 27$   
 $5*(5+2) = 35$

How would i write thme out in c++? as in how do i knwo which go in abckets and which can i place next to each other?  
for example

$4 * x (1 + 2)$  lets pretend thios si teh rite way to write it  
how would i know that?a and end up like

1 + 2 (4 \* x0 or something..its hard for me to explain

or maybe even

10 \* x + 5

---

---

Subject: Re: I Learn Some Basic C++!  
Posted by [jnz](#) on Thu, 25 Jun 2009 06:35:53 GMT  
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---

andr3w282 wrote on Wed, 24 June 2009 21:52erm BEDMAS?

BODMAS where I come from

SSnipe wrote on Thu, 25 June 2009 06:14  
4 \* x (1 + 2)

```
int x = 10;  
cout << 4 * x * (1 + 2) << endl; //120
```

SSnipe wrote on Thu, 25 June 2009 06:14  
1 + 2 (4 \* x0

```
int x = 10;  
cout << 1 + 2 * (4 * x * 0) << endl; //1
```

SSnipe wrote on Thu, 25 June 2009 06:14  
10 \* x + 5

```
int x = 10;  
cout << 10 * x + 5 << endl; //105
```

---

---

Subject: Re: I Learn Some Basic C++!  
Posted by [\\_SSnipe\\_](#) on Thu, 25 Jun 2009 21:19:45 GMT  
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---

What I mean is how do you know there to put the variable, and then the other numbers, and which

ones go inside ther brackets

---

---

Subject: Re: I Learn Some Basic C++!  
Posted by [jnz](#) on Thu, 25 Jun 2009 23:14:23 GMT  
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---

SSnipe wrote on Thu, 25 June 2009 22:19What I mean is how do you know there to put the variable, and then the other numbers, and which ones go inside ther brackets

jnz wrote on Wed, 24 June 2009 18:00  
Read up on BODMAS (or BADMAS).

---

---

Subject: Re: I Learn Some Basic C++!  
Posted by [CarrierII](#) on Fri, 26 Jun 2009 16:58:05 GMT  
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---

I imagine there's a good wikipedia entry... oh yes:

<http://en.wikipedia.org/wiki/BODMAS>

We didn't keep mentioning BODMAS for no reason.

---

---

Subject: Re: I Learn Some Basic C++!  
Posted by [cmatt42](#) on Fri, 26 Jun 2009 17:27:52 GMT  
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---

Also known as PEMDAS in the US.

---

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Subject: Re: I Learn Some Basic C++!  
Posted by [\\_SSnipe\\_](#) on Fri, 26 Jun 2009 17:49:09 GMT  
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---

cmatt42 wrote on Fri, 26 June 2009 10:27Also known as PEMDAS in the US.  
Thats wat i learned it as..

---

---

Subject: Re: I Learn Some Basic C++!  
Posted by [HTT-Bird](#) on Sat, 27 Jun 2009 02:18:14 GMT  
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---

SSnipe: Grab "Accelerated C++" by Andrew Koenig and Barbara Moo. That should get you much further than anything I can post in this thread. Once you've worked through that book, you will have a good enough grasp of the language to start playing with Rene-coding.

@SK: Go read "The String Formatters of Manor Farm" by Herb Sutter. That, and we're getting varadic templates in C++0x, so expect to see something >>>> printf soon. Hint:

```
#include <cstdio>
int main()
{
    const char* bad = "this will blow up";
    int very = 42;
    std::printf("%s%d\n", very, bad);
    return 0;
}
```

With a varadic-template-enabled version of printf, you'd get a compiler error saying "can't convert int to const char\*" not Undefined Behavior (translation: crash bang boom) at runtime.

---

---

Subject: Re: I Learn Some Basic C++!  
Posted by [jnz](#) on Sat, 27 Jun 2009 13:58:49 GMT  
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---

HTT-Bird wrote on Sat, 27 June 2009 03:18SSnipe: Grab "Accelerated C++" by Andrew Koenig and Barbara Moo. That should get you much further than anything I can post in this thread. Once you've worked through that book, you will have a good enough grasp of the language to start playing with Rene-coding.

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    return 0;
}
```

With a varadic-template-enabled version of printf, you'd get a compiler error saying "can't convert int to const char\*" not Undefined Behavior (translation: crash bang boom) at runtime.

Even more reason to be a stupid programmer! I've had my fair share of mismatched format strings, but due to the fact your program will blow up at runtime and the debugger usually catches

it make this quite a silly thing to impliment. A lot of the "new" C++ features a simply going to add more bloat, slower code and features, like the one above. That are useless. I personally would like to see more behaviour defined, like default calling conventions. Or even just things like `i++ + i--;`, even if that is trivial. Another thing would be vtable manipulation, the order of the vtable in derived classes (that have pure or non-pure virtual functions) should be another thing. Redirecting the vtable in some cases can be quite useful. As far as I know, the pointer to the table is not even defined. It could be at any offset to the instance pointer too.

---

---

Subject: Re: I Learn Some Basic C++!  
Posted by [futura83](#) on Sat, 27 Jun 2009 16:50:27 GMT  
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Or be lazy and disregard the BODMAS rules altogether and do the calculations you want in the order you do them.

As in, assign another variable, and do the calculation in stages.

Instead of `100 * (a + b + c)....etc`, add:

```
double f;  
f = a + b + c;  
f *= 100;
```

That way your calculations are done in the order you write them, without having an understanding of BODMAS.

P.S. This is from an A-level maths student who has no trouble with BODMAS as well.

Edit: If you really don't like brackets in your example, simply do:

```
100 * a + 100 * b....etc....
```

---

---

Subject: Re: I Learn Some Basic C++!  
Posted by [\\_SSnipe\\_](#) on Sat, 27 Jun 2009 18:50:12 GMT

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thanks for tips guys, i know im dumb to get confussed on the order of how to do the muliplication, but you say do the order, so i guesss that means the first number i want anythign done wioth i should put into brackets then lets say \* 100? but does it matter which direction u right the code? like

```
<< (a + b + c) *100
```

or

```
<< 100 * (a + B + c)
```

and lets pretnd the answer is 2000 which one will come out with the right one? is

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [Omar007](#) on Sat, 27 Jun 2009 19:05:40 GMT

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SSnipe wrote on Sat, 27 June 2009 20:50thanks for tips guys, i know im dumb to get confussed on the order of how to do the muliplication, but you say do the order, so i guesss that means the first number i want anythign done wioth i should put into brackets then lets say \* 100? but does it matter which direction u right the code? like

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or

```
<< 100 * (a + B + c)
```

and lets pretnd the answer is 2000 which one will come out with the right one? is

they both do unless the capital B in the second example is another variable

Guess that was supposed to be a 'b' also

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [\\_SSnipe\\_](#) on Sat, 27 Jun 2009 19:55:23 GMT

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Omar007 wrote on Sat, 27 June 2009 12:05SSnipe wrote on Sat, 27 June 2009 20:50thanks for tips guys, i know im dumb to get confussed on the order of how to do the muliplication, but you say do the order, so i guesss that means the first number i want anythign done wioth i should put into brackets then lets say \* 100? but does it matter which direction u right the code? like

```
<< (a + b + c) *100
```

or

<< 100 \* (a + B + c)

and lets pretend the answer is 2000 which one will come out with the right one? is they both do unless the capital B in the second example is another variable  
Guess that was supposed to be a 'b' also  
\*b

---

Subject: Re: I Learn Some Basic C++!  
Posted by [Doitle](#) on Sun, 28 Jun 2009 03:11:50 GMT  
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Good to see you are finally getting into some programming SSnipe.

Also SK I dont know why but even in my EE classes when doing C++ they have us using CIN and COUT... not printf and scanf...

---

Subject: Re: I Learn Some Basic C++!  
Posted by [raven](#) on Sun, 28 Jun 2009 03:57:44 GMT  
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Doitle wrote on Sat, 27 June 2009 22:11Also SK I dont know why but even in my EE classes when doing C++ they have us using CIN and COUT... not printf and scanf...

That makes me sad. Really.

---

Subject: Re: I Learn Some Basic C++!  
Posted by [Sir Kane](#) on Tue, 30 Jun 2009 17:12:49 GMT  
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raven wrote on Sat, 27 June 2009 22:57Doitle wrote on Sat, 27 June 2009 22:11Also SK I dont know why but even in my EE classes when doing C++ they have us using CIN and COUT... not printf and scanf...

That makes me sad. Really.

Very sad, indeed. They possibly do that because it's "easy to use". With printf/scanf you have to remember all the format options, but once you get used to them, it's awesome.

---

Subject: Re: I Learn Some Basic C++!

Posted by [\\_SSnipe\\_](#) on Tue, 30 Jun 2009 19:19:19 GMT

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---

Sir Kane wrote on Tue, 30 June 2009 10:12 raven wrote on Sat, 27 June 2009 22:57 Doitle wrote on Sat, 27 June 2009 22:11 Also SK I dont know why but even in my EE classes when doing C++ they have us using CIN and COUT... not printf and scanf...

That makes me sad. Really.

Very sad, indeed. They possibly do that because it's "easy to use". With printf/scanf you have to remember all the format options, but once you get used to them, it's awesome.

I stopped reading the book for like 4 or 5 days since i had chores and job interviews and shit and learning some Spanish, im read it again today since im free in just a little bit tbh, but i think printf and scanf is next to learn..I saw it bringing it up so im guessing its next...but

I had an idea of a very simple console program I want to try next, Iv been learning Spanish, and all the words and there English translations i written down, I want to write a small consol thing so it ask me "what does this word mean in Spanish" and if i type it incorrect it will tell me, and only ask me the words i type in the code (the only workds i know) kind alike flash cards just the lazy way but that wont be untill a while

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [reborn](#) on Tue, 07 Jul 2009 08:11:10 GMT

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So how's it going?

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [\\_SSnipe\\_](#) on Tue, 07 Jul 2009 08:32:18 GMT

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---

reborn wrote on Tue, 07 July 2009 01:11 So how's it going?

I have not gotten far, honeslty summers been busy. im on like page 20 something, not far at all, but im start reading it soon, but learning Spanish, summer school, my new job, summer chores, and my girl & the gym, have been keeping my busy, i have not done c++ nor Spanish in over a week....so once i get my new job schedule, im find a way to fit it all in since as of this whole week my whole week was unpredictable

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [reborn](#) on Sun, 02 Aug 2009 21:26:14 GMT

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---

So how's it going?

By even Chapter five you should be able to start seeing how you could incorporate this stuff into



renegade.

---

---

Subject: Re: I Learn Some Basic C++!

Posted by [\\_SSnipe\\_](#) on Sun, 02 Aug 2009 21:35:24 GMT

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---

reborn wrote on Sun, 02 August 2009 14:26 So how's it going?

By even Chapter five you should be able to start seeing how you could incorporate this stuff into renegade.

I have not gotten any furture since my last post, iv been flooded...working 9 hours a day. plus 2 for transportation, summer school, chores, church, cleaning, and ya, but once summer school ends im start reading where i left off at (it ends in 1 more week!)

---