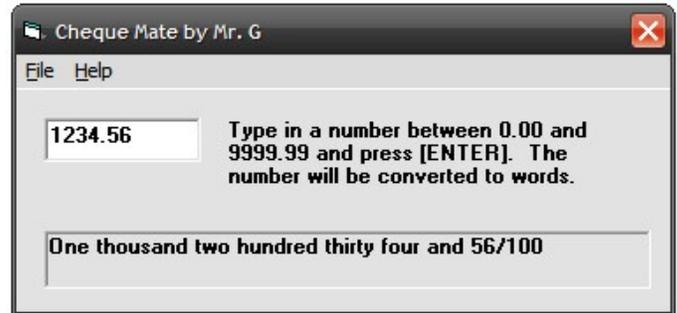# Mr. Giansante

# C++ Programming
# Cheque Mate

# Cheque Mate

Design a C++ program that converts numerical money amounts to their word equivalent (as required for a bank cheque).

The program should be able to handle all amounts in the range 0.01 to 9999.99 (inclusive).

If an invalid amount is entered, a message should be displayed informing the user to enter another amount.

Valid input must always include 2 digits after the decimal. For example: $123.40 must be entered as 123.40 not 123.4

**Cheque Mate by Mr. G**

File   Help

1234.56

Type in a number between 0.00 and 9999.99 and press [ENTER].  The number will be converted to words.

One thousand two hundred thirty four and 56/100

# Cheque Mate

## Learning Outcomes

**Programming Concepts and Skills**
A1. demonstrate the ability to use different data types, including one-dimensional arrays, in computer programs
A2. demonstrate the ability to use control structures and simple algorithms in computer programs
A3. demonstrate the ability to use subprograms within computer programs
A4. use proper code maintenance techniques and conventions when creating computer programs

**Software Development**
B1. use a variety of problem-solving strategies to solve different types of problems independently and as part of a team
B2. design software solutions to meet a variety of challenges
B3. design algorithms according to specifications
B4. apply a software development life-cycle model to a software development project

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Please fill out all the information in this column using a pen before getting this assignment marked.

_____
Name

_____     _____
Date                                                      Class

## Academic Honesty

The work I am submitting is completely my own creation and has not been copied from anyone else's work. If I have received help on this project, the names of those who have assisted are listed below.

_____
Signature
_____
_____

## Pre-Marking

The following people have pre-marked this assignment: (minimum of two)

_____
_____

## User Interface

❑ Appropriate Title, Author Information, etc.
❑ Efficient and Esthetically-Pleasing User Interface
❑ Spelling and Grammar are correct

## Code / Programming Style

❑ Variables are declared and logically named
❑ Code is commented where appropriate
❑ Code is indented and spaced to show stucture
❑ Code is efficient

## Work Ethic / Problem Solving Skills

❑ Problem Solving Skills are demonstrated
❑ Makes Productive Use of Time
❑ Only Seeks Help when Necessary

## Program-Specific Criteria

❑ Program displays cents as xx/100
❑ Handles zeros correctly
    (ex. 201 is "Two Hundred and One")
❑ Handles Shortforms
    (ex. 20 is "Twenty" not "Two Tens")
❑ Puts "and" in appropriate spots
❑ Correct Pluralization of words.

## Teacher Comments

_____
_____
_____
_____
_____

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Level 1 - Limited ability to meet standard and limited effectiveness
Level 2 - Some ability demonstrated and moderately effective
Level 3 - Considerable ability demonstrated, considerable clarity or accuracy
Level 4 - Thorough, high degree of skill demonstrated, insightful, highly accurate

**Level**