Let's look at some solutions to the interclass problem.

I've added a new link on the links page for Project Euler. This site has a bunch of programming problems that are mathematically interesting over a range of difficulties. You know enough to do the easier ones now.

Departmental mailing lists. If you are thinking of majoring or minoring you should consider putting yourself on them.
Local static Variables

- I was recently reminded of an obscure topic I forgot to cover when we did functions: local static variables.
- The keyword static in C-family languages means something akin to “only one”.
- As you know, normal local variables are created each time a method is called and destroyed when it returns so they have no memory of earlier calls.
- Local static variables (declared with the keyword “static”) aren't like this. They are like global variables with a local scope. Only one of them is created no matter how many times the function is called and it remembers its value between calls.
Loops are just statements and can be placed anywhere a statement goes. This includes inside of other loops or control structures. When one loop appears inside of another the result is that the body of the inner loop is executed a multiplicative number of times.
■ Last time we introduced loops in C and ran through the simplest example we could with all three loop types to give you a feel for them.
■ Today we want to write some more significant code that involves loops. We can start by converting our calculator to a loop instead of using recursion. Then we can write some standard types of math functions.
■ If we have time we could write a function that doesn't have loops, but involves vector math.
■ We can also do some loops on input other than a menu.
- Which type of loop do you like best? Why?
- Interclass Problem – Write a function double sumNums(int howMany) that reads the specified number of doubles and returns their sum. Include a main to test that it works.