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Fifth Starting Out with Edition Programming Logic & Design

Solutions 6-1. Programming Logic and Design, 6th Edition. Chapter 6. Exercises. 1. a. Design the logic for a program that allows a user to enter 10 numbers, then displays them in the reverse order of their entry. Answer: A sample solution follows.

Chapter 6 solutions - 4152 Words | Cram

Programming Logic & Design, Sixth Edition 9 Manipulating an Array to Replace Nested Decisions (continued) Array reduces number of statements needed Six dependent count accumulators redefined as single array Variable as a subscript to the array Array subscript variable must be:

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