```
//        Your name
//        GE U111–Section X
//        Date

//        State what the program does (what are its inputs and/or outputs).

#include <        >                    // include all appropriate header files
#include <        >
…
using namespace std;                   // always use this statement with any include statements

#define CONSTANT1 value1               // define any constants; use all-CAPS
#define CONSTANT2 value2               // these values are accessible to all functions below
…

int func1(int v1, float v2, int v3);   // DECLARE any functions that will be invoked
double func2(void);                    // function declarations are terminated with semicolons!
void func3(void);
…

// ***************************************************************************************
int main()                             // PROGRAM BEGINS AND ENDS IN MAIN FUNCTION
{                                      // generally, most function invocations occur here…
        variable declarations;         // Start with any variable declarations and assignments
        executable statements;         // body of program goes here
        ….                             // DOCUMENT YOUR CODE (i.e., include comments as needed)!
        return 0;
}
// ***************************************************************************************

int func1(int v1, float v2, int v3)    // function DEFINITION – same prototype as declaration with NO " ; "
{
        local variable declarations;
        executable statements;
        return (exprn);                // note: here exprn must be of type int
}

double func2(void)                     // function DEFINITION – same prototype as declaration with NO " ; "
{
        local variable declarations;
        executable statements;
        return (exprn);                // note: here exprn must be of type double
}

void func3(void)                       // function DEFINITION – same prototype as declaration with NO " ; "
{
        local variable declarations;
        executable statements;
        return (void);                 // note: here we uses void because func3 does not return any values
}

…
```