Because this function is supposed to alter the array values, you don't use `const` when you declare `ar`.

**Putting the Pieces Together**

Now that we've defined the data type in terms of how it's stored (an array) and how it's used (three functions), we can put together a program that uses the design. Because we've already built all the array-handling tools, we've greatly simplified programming `main()`. Most of the remaining programming work consists of having `main()` call the functions we've just developed. **Listing 7.7** shows the result.

**Listing 7.7 arrfun3.cpp**

```cpp
// arrfun3.cpp -- array functions and const
#include <iostream>
using namespace std;
const int Max = 5;

// function prototypes
int fill_array(double ar[], int limit);
void show_array(const double ar[], int n); // don't change data
void revalue(double r, double ar[], int n);

int main()
{
    double properties[Max];
    int size = fill_array(properties, Max);
    show_array(properties, size);
    cout << "Enter revaluation factor: ";
    double factor;
    cin >> factor;
    revalue(factor, properties, size);
    show_array(properties, size);
    cout << "Done.\n";
    return 0;
}
```

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