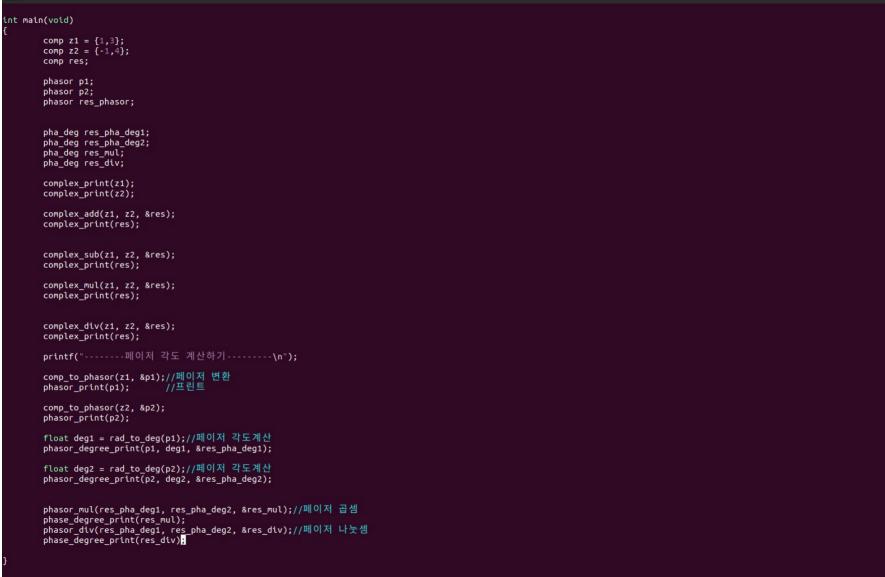
```
haneulpark@haneulpark-910S3K-9310SK-910S3P-911S3K: ~/문서/HW/Python/8회차
#include <string.h>
#include <stdlib.h>
#include <stdio.h>
#include <math.h>
typedef struct complex
        float num;
        float ival:
} comp;
typedef struct phasor
       float amp:
       float phase;
} phasor;
typedef struct _phasor_deg
        float size:
       float degree;
} pha deg;
void complex_print(comp z)
       printf("Real: %.4f, Image: %.4f\n", z.num, z.jval);
void complex add(comp z1, comp z2, comp *res)
       res -> num = z1.num + z2.num;
       res -> jval = z1.jval + z2.jval;
void complex sub(comp z1, comp z2, comp *res)
       res -> num = z1.num - z2.num;
       res -> jval = z1.jval - z2.jval;
void complex mul(comp z1, comp z2, comp *res)
       res -> num = (z1.num * z2.num) - (z1.jval * z2.jval);
       res -> jval = (z1.num * z2.jval) + (z1.jval * z2.num);
void complex div(comp z1, comp z2, comp *res)
       float mother = (z2.num * z2.num) + (z2.jval * z2.jval);
       float child_num = (z1.num * z2.num) - (-1) * (z1.jval * z2.jval);
       float child jval = (z1.jval * z2.num) + (-1) * (z1.num * z2.jval);
       res -> num = child num/mother;
       res -> jval = child_jval/mother;
void phasor mul(pha deg p1, pha deg p2, pha deg *res)
                                                                                                                                                                                                     꼭대기
                                                                                                                                                                                          1,19
```

```
haneulpark@haneulpark-910S3K-9310SK-910S3P-911S3K: ~/문서/HW/Python/8회차
void phasor mul(pha deg p1, pha deg p2, pha deg *res)
        res -> size = p1.size * p2.size;
        res -> degree = p1.degree + p2.degree;
void phasor div(pha deg p1, pha deg p2, pha deg *res)
        res -> size = p1.size / p2.size;
        res -> degree = p1.degree - p2.degree;
void phase degree print(pha deg z)
        printf("size:%4f, degree = %4f\n", z.size, z.degree);
void comp to phasor(comp z, phasor *res)
        res -> amp = sqrt((z.num * z.num) + (z.jval * z.jval));
        res -> phase = atan2(z.num, z.jval);
void phasor print(phasor p)
        printf("Amp: %4f, Phase: %4f\n", p.amp, p.phase);
void phasor degree print(phasor p, float deg, pha deg *res pha deg)
        res_pha_deg -> size = p.amp;
        res_pha_deg -> degree = deg;
        printf("size: %4f, phase = %4f, degree = %4f\n", p.amp, p.phase, deg);
float rad_to_deg(phasor p)
        return p.phase * 180.0f / M PI;
float deg_to_rad(float deg)
        return deg * M_PI / 180.0f;
int main(void)
        comp z1 = \{1,3\};
       comp z2 = \{-1,4\};
        comp res;
        phasor p1;
        phasor p2;
        phasor res_phasor;
        pha_deg res_pha_deg1;
                                                                                                                                                                                           102,11-18
```









바닥

result

```
(base) haneulpark@haneulpark-910S3K-9310SK-910S3P-911S3K:~/문서/HW/Python/8회차$
vim complex cal.c
(base) haneulpark@haneulpark-910S3K-9310SK-910S3P-911S3K:~/문서/HW/Python/8회차$ gcc complex_cal.c -lm
(base) haneulpark@haneulpark-910S3K-9310SK-910S3P-911S3K:~/문서/HW/Python/8회차$ ./a.out
Real: 1.0000. Image: 3.0000
Real: -1.0000, Image: 4.0000
Real: 0.0000, Image: 7.0000
Real: 2.0000, Image: -1.0000
Real: -13.0000, Image: 1.0000
Real: 0.6471, Image: -0.4118
------페이저 각도 계산하기------
Amp: 3.162278, Phase: 0.321751
Amp: 4.123106, Phase: -0.244979
size: 3.162278, phase = 0.321751, degree = 18.434948
size: 4.123106, phase = -0.244979, degree = -14.036244
size:13.038404, degree = 4.398704
size:0.766965, degree = 32.471191
```