

Computations

Workshop 2 (out of 10 marks - 1% of your final grade)

In this workshop, you will code and execute a C-language program that accepts numerical values from the user, stores the values in variables of appropriate data type, performs calculations on the stored variables and casts from one data type to another.

LEARNING OUTCOMES

Upon successful completion of this workshop, you will have demonstrated the abilities:

- to declare variables of integral and floating point types
- to code a simple calculation using C operators and expressions
- to accept a numerical value from the user using scanf
- to cast a value from one data type to another
- to describe to your instructor what you have learned in completing this workshop

SUBMISSION POLICY

The "in-lab" section is to be completed during your assigned lab section. It is to be completed and submitted by the end of the workshop period. If you attend the lab period and cannot complete the in-lab portion of the workshop during that period, ask your instructor for permission to complete the in-lab portion after the period. If you do not attend the workshop, you can submit the "in-lab" section along with your "at-home" section (with a penalty; see below). The "at-home" portion of the lab is due on the day that is two days before your next scheduled workshop (23:59).

All your work (all the files you create or modify) must contain your name, Seneca email and student number.

You are responsible to back up your work regularly.

Late submission penalties:

- In-lab portion submitted late, with at-home portion: 0 for in-lab. Maximum of 70/70 for at-home and reflection
- If any of in-lab, at-home or reflection portions is missing the mark will be zero.

IN_LAB: DONE IN CLASS (30%)

Download or clone workshop 2 (**WS02**) from <https://github.com/Seneca-144100/IPC-Workshops>

In the in_lab directory of workshop 2 click on **in_lab.vsxproj** to open the workshop in Visual Studio.

In the Visual Studio solution explorer, open and write your code in cashRegister.c for workshop 2.

Start the program by asking the user to enter the amount due. Print the following message:

```
Please enter the amount to be paid: $
```

Assume that the user enters 8.68, this is what the screen should look like:
(<ENTER> means hitting the enter key)

```
Please enter the amount to be paid: $8.68 <ENTER>
```

Read the amount due and store it as a double.

Calculate the number of loonies and quarters required to pay the amount due and display the following:

Loonies required: 8, balance owing \$0.68.

Quarters required: 2, balance owing \$0.18

Execution and Output Example:

```
Please enter the amount to be paid: $8.68
Loonies required: 8, balance owing $0.68
Quarters required: 2, balance owing $0.18
```

For submission instructions, see the [SUBMISSION](#) section below.

IN_LAB SUBMISSION:

To test and demonstrate execution of your program use the same data as the output example above.

If not on matrix already, upload your `cashRegister.c` to your matrix account. Compile and run your code and make sure everything works properly.

```
AtThePrompt> gcc -Wall cashRegister.c -o ws<ENTER>
```

-Wall activates the display of warnings in GCC compiler.
-o sets the executable name (ws)

Then run the following script from your account: (replace profname.proflastname with your professors Seneca userid)

```
~profname.proflastname/submit 144_w2_lab <ENTER>
```

and follow the instructions.

AT_HOME: (30%)

After completing the `in_lab` section, edit and upgrade `cashRegister.c` to add the GST to the total entered by the user.

Display the amount of the GST and then the total due. Then display the number of quarters, dimes, nickels and pennies required to pay the total amount.

Problem: $8.68 * .13$ is equal to 1.1284, which should be rounded up to 1.13, and the format specifier `%2lf` will display as 1.13, **but the number will be truncated to 1.12 on a C standard compiler, such as matrix**, if we multiply by 100 and cast to an int, which we must do at some point in the program.

To find the correct value for GST do the following:

$\text{GST} = \text{amountOwing} * .13 + .005$; (result is 1.1334 which will resolve to 1.13 when either rounded or truncated)

After Calculating the number of loonies required, subtract the number of loonies from the `amountOwing`, then cast the remaining decimal portion to an int. The subsequent operations must be done using integer division and modulus. **Although the answer can be derived without using the modulus operator, failure to use modulus will result in a grade of 0 for the At_Home portion of the workshop.**

Hint: read about casting, division and modulus in the notes

*Hint: $.35 * 100 = 35$*

You can output the value 5, stored in an int variable as \$0.05 like this:

`printf("$%1.2lf", (float)intBalance/100);`

Execution and Output Example:

```
Please enter the amount to be paid: $8.68
GST: 1.13
Balance owing: $9.81
Loonies required: 9, balance owing $0.81
Quarters required: 3, balance owing $0.06
Dimes required: 0, balance owing $0.06
Nickels required: 1, balance owing $0.01
Pennies required: 1, balance owing $0.00
```

AT-HOME REFLECTION (40%)

Please provide brief answers to the following questions in a text file named `reflect.txt`.

- 1- What do you think is the most important thing you learned in this workshop?
- 2- Why must you add .005 to the value derived when calculating the GST owing?
- 3- What is the result of a casting operation?
- 4- Why do you think you were required to use the modulus operator in this workshop?

Note: when completing the workshop reflections it is a violation of academic policy to cut and paste content from the course notes or any other published source, or to copy the work of another student.

AT_HOME SUBMISSION:

To test and demonstrate execution of your program using the same data as the output example above.

If not on matrix already, upload your `cashRegister.c` and `reflect.txt` to your matrix account. Compile and run your code and make sure everything works properly.

```
AtThePrompt> gcc -Wall cashRegister.c -o ws <ENTER>
```

Then run the following script from your account (replace profname.proflastname with your professors Seneca userid):

```
~profname.proflastname/submit 144_w2_home <ENTER>
```

and follow the instructions.