

Programming for Computerteknologi

Week 5: Assignment

Exercise 1

```
int area(int x1, int x2, int y1, int y2) {
    return (x2 - x1) * (y2 - y1);
}
```

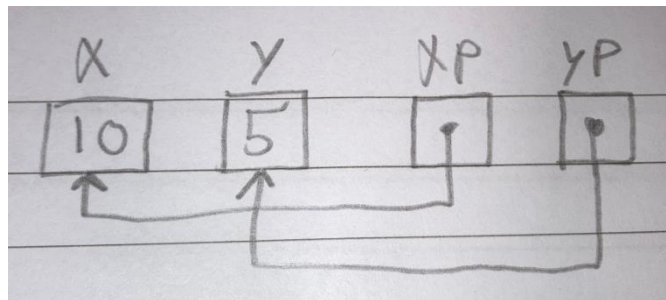
Exercise 2

```
void increment(int *p) {
    *p += 1;
    return;
}
```

Exercise 3

At the end of the program the values of the variables are:

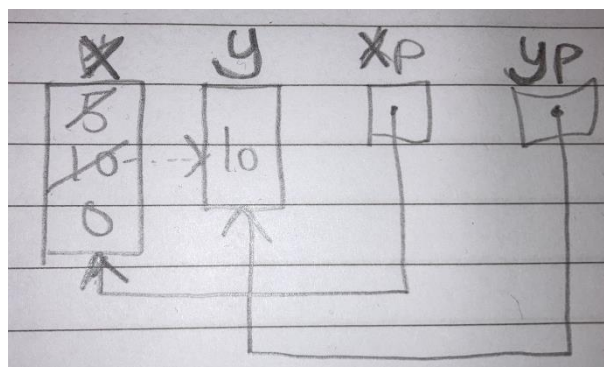
x	y	xp	yp
10	5	10	5



Exercise 4

At the end of the program the values of the variables are:

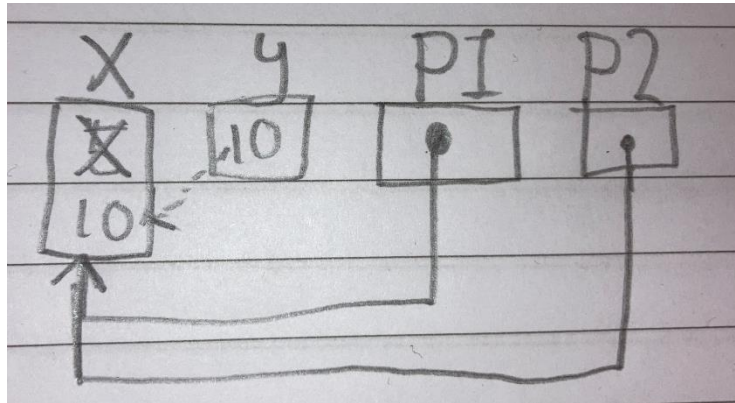
x	y	xp	yp
0	10	0	10



Exercise 5

At the end of the program the values of the variables are:

x	y	p1	p2
10	10	10	10

**Exercise 6**

See code

Exercise 7

See code

Exercise 8

See folder "yatzee"

I have made a working program which can take the input and runs an algorithm to find the best possible score.

The algorithm I have implemented does not calculate the best result, but close.

The first test case works fine, but the second does not calculate the absolute best, but almost.

I don't know how the correct algorithm should look, without it being a brute force algorithm.

But fun exercise....