

Input reading: 3pts | Initialization: 3 pts | Loop condition: 4 pts | Counters logic: 4 pts | Stop conditions: 3 | Final output: 3

```
# Include <stdio.h>
int main() {
    int N, A, S, X, P;
    Printf("Enter X, N");
    Scanf("%d", &X);
    Scanf("%d", &A);
    Scanf("%d %d", &N, &S);
    S = 0;
    while (X < A) {
        S = S + 1;
        Printf("%d", S);
    }
    P = N - S;
    Printf("%d", P);
    if (P <= S) {
        Printf("Session Cancelled");
    }
    else {
        Printf("Session Valid");
    }
    return 0;
}
```

```
#include <stdio.h>
int main()
{
    int N, A, S, X, P;
    printf("Enter N");
    scanf("%d", &X);
    scanf("%d", &A);
    scanf("%d %d", &N, &S);
    while (X < A)
    {
        S = S + 1;
        printf("%d", S);
    }

    P = N - S;
    printf("P = %d", P);
    if (P <= S)
    {
        printf("Session cancelled");
    }

    else
    {
        printf("Session Valid");
    }

    return 0;
}
```

**Analyse :**

**Algorithmique :**

- Lecture chaotique. Ecrasement variables.
- Boucle `while (X < A)`. Condition sur variable d'entrée non modifiée -> Boucle infinie ou jamais exécutée.
- Incrémente `s` ?

**NOTE FINALE : 03 / 20**

**Feedback :**

- **Appréciation globale : Très Insuffisant.**
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