

Lab session (15th Dec)

Part 1:

- Declare an `int` variable 'var' and initialize to a value of your choice. Print "Even" if var is even, and "Odd" if var is odd without using the '%' operator! (*hint: integer division*)
- Declare, and initialize, an `int` variable 'sum' to some positive integer. Your program should then print, in separate lines, every pair of positive integers a, b such that $a + b = \text{sum}$. (*Remark: you do not need nested loops for this!*)
- Declare, and initialize, an `int` variable 'product' to some positive integer. Your program should then print, in separate lines, every pair of positive integers a, b such that $a \times b = \text{product}$. (*Remark: modify your previous program carefully*)

Part 2:

- Declare, and initialize, an `int` variable 'n'. Then print n copies of * in the first line, n-1 *s in the 2nd line, and so on till the last line that has a single *. Eg: If n = 4, then your output should be:

```
****
***
**
*
```

- The fibonacci sequence is defined as follows: The first two fibonacci numbers are $\text{fib}(1) = 0$ and $\text{fib}(2) = 1$. Then, $\forall n > 2$, the n'th fibonacci number is defined as $\text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2)$. Write a program where you first declare, and initialize and `int` variable 'n', and then print $\text{fib}(1) \text{ fib}(2) \dots \text{fib}(n)$ each separated by a space. Eg: If n = 8, your output should be:

```
0 1 1 2 3 5 8 13 21
```

Part 3:

Learn by experiments. Some examples:

- See what happens if you use an `int` variable as the test condition for an `if` construct. Figure out exactly when the test is considered `true` and when it is considered `false`. Extend this to understanding how logical operators, such as `!`, `&&` etc. work with `int`, `float` operands.
- Learn the precedence of arithmetic, and logical operators in the C language by constructing arithmetic, and logical expressions, and testing their evaluations to understand in what order they were evaluated. [Hint: You can find precedence and associativity tables of C language online.]
- Write a loop that does not terminate and see what happens.