

Computer Programming (2) ECE 214C

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Sheet 3

Problem 1: Integer Reversal

Write a method intRev that takes an integer value and returns the number with its digits reversed. **For example**, given the number 7631, the method should return 1367.

- a) With iteration
- b) With recursion

Problem 2: Random Stars I

Write a method rndStars that takes an integer w and a real number $0 \le p \le 1$ and returns a string representing $w \times w$ square with about $p \cdot w^2$ randomly placed '*'. The returned string must contain exactly w lines and every line must contain exactly w characters, either '*' or ' '.

For example, rndStars (5, 0.4) may return a string like¹:



Problem 3: Random Stars II

Write a method rndStars that takes a char matrix representing $w \times w$ square and a real number $0 \leqslant p \leqslant 1$. The method must place '*' at exactly $p \cdot w^2$ randomly selected places in the matrix and ' ' otherwise.

For example, rndStars(sky[5][5],0.4) may update sky to be like²:



Problem 4: Mean, Median, Mode, and Range

Write a program to read an array and calculate the mean, median, and trend. Make sure that you use modular programming technique.

Given
$$X = \{x_i, i \in [1, N]\}_N$$
, $x \in [0, 99]$, then:

$$\begin{aligned} \mathbf{mean}(X) &= \frac{1}{N} \sum_{i=1}^{N} x_i. \\ \mathbf{median}(X) &= \begin{cases} x_{(N+1)/2} &, N \text{ is odd} \\ (x_{N/2} + x_{N/2+1})/2 &, N \text{ is even}, X \text{ is sorted.} \end{cases} \\ \mathbf{mode}(X) \text{ is the most frequent } x \in X \\ \mathbf{range}(X) &= \mathbf{max}(X) - \mathbf{min}(X) \end{aligned}$$

¹ Note that the outline around the returned string is just for clarification.

² Note that the outline around the returned string is just for clarification.