

TITLE

Solving Simple Problems in C

LAB # 02

SECTION # 8

FULL NAME

Adam Jennissen

SUBMISSION DATE:

9/8/2022

DATE

9/8/2022

Problem

The purpose of this lab was to solve multiple different problems. Most of the problems were different types of simple math. They were taking input and finding the area of a rectangle and volume of a cube, fixing a programs output, creating math formulas for area of a circle given circumference, converting feet to meters, and converting Fahrenheit to Celsius. The final problem was creating a program that uses the Pythagorean Theorem.

Analysis

For the problems I had to find the correct formulas and figure out how to get the program to do the math in the correct order. I needed to convert from circumference back to radius then use radius to find the area. For the Fahrenheit Celsius problem, I had to make sure it did the subtraction first, then the multiplication and division. For the Pythagorean Theorem problem, I had to square two numbers, then add them, then take the square root of them.

Design

The first problem had two parts, the first part I took in the input of width and height and output the area of a rectangle (2). For the second part, I did the same thing, but I also took in input of the length, and output the area of a cube (3). Problem 3 required fixing code that was not working right (4). Two of the outputs were wrong, because of a wrong type specifier, and the middle output was wrong, because the variable was not put in for the second argument of the print statement. For the fourth problem, there was a list of math operations and some of them do not output correctly (5). C, E, F, and I do not output correctly because there is integer division in it, meaning that it does not take the remainder. For the Pythagorean Theorem problem, I took input for a and b and then created one equation to find c (7).

Testing

To make sure that my Pythagorean Theorem program worked correctly, I first input, 3 and 4, which output 5. I did this because they are a Pythagorean triple so I knew the output should be 5. I then put in 3.0 and 4.0, and I got 5.0 out. I put these in to make sure that putting in a decimal did not break my program. Finally, I put in the numbers we were told to in the problem, 5 and 9, and I got 10.295630 (7). I checked an online calculator to make sure that was correct.

Comments

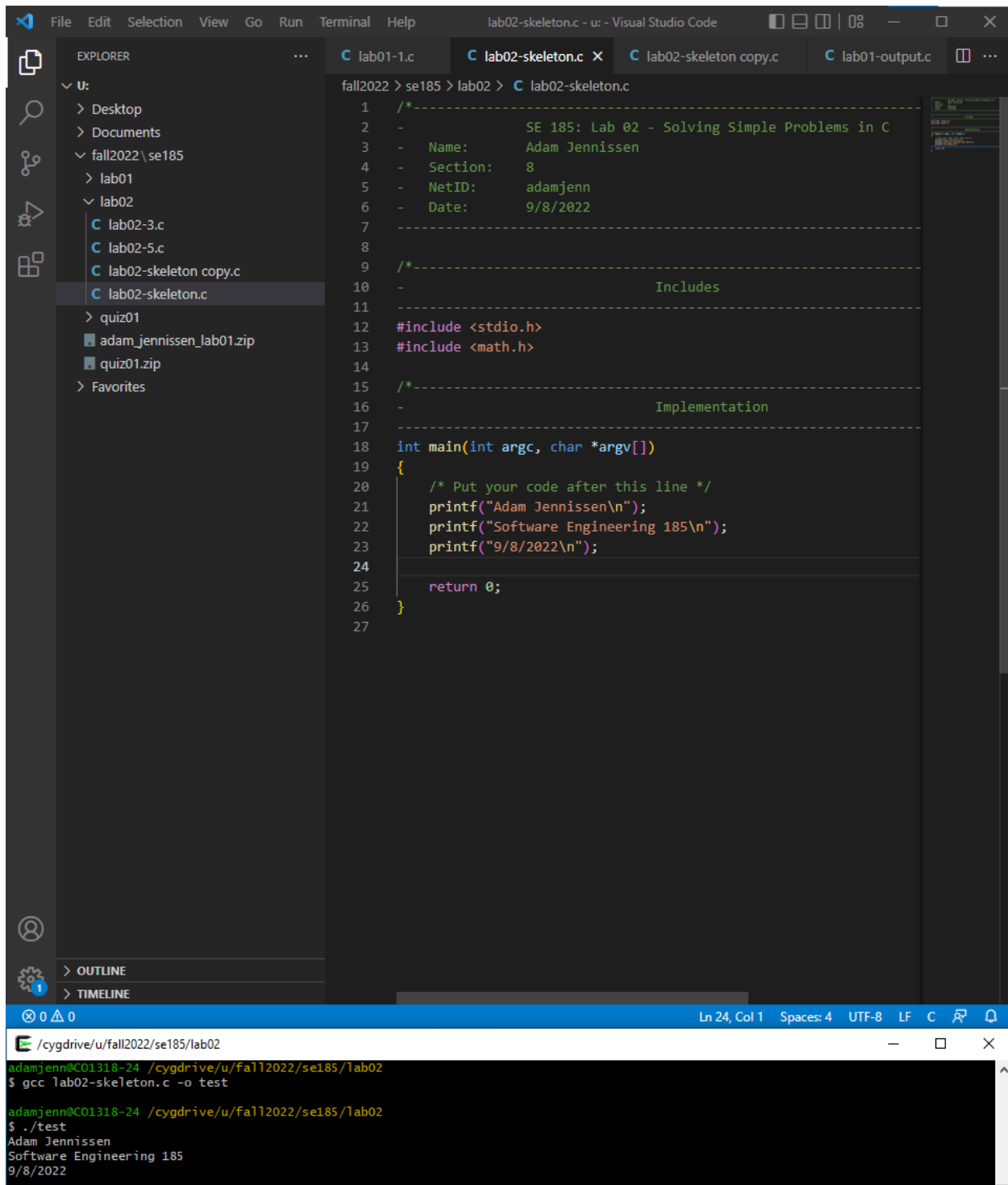
Throughout this lab I made multiple mistakes that I learned from. For example, in my Pythagorean Theorem program when I put in 3.0 and 4.0, it did not work the first time, because of my input statements. To fix this I put a space before the %lf in my second input so that it did not go to a

new line when I pressed enter, we learned this in class, but I learned how to actually use it. I also got a better understanding of integer division after figuring out which equations did not give the right answer in the fourth problem.

Screen Shots

<Number the screenshots and paste here. The point of numbering the screenshots is so that you can refer to them during your discussion in the various parts above. Alternatively, you can include the screenshots in-line with the text above as part of your discussion.>

1.



```
File Edit Selection View Go Run Terminal Help lab02-skeleton.c - u: - Visual Studio Code
EXPLORER
u:
  Desktop
  Documents
  fall2022\se185
    lab01
    lab02
      lab02-3.c
      lab02-5.c
      lab02-skeleton copy.c
      lab02-skeleton.c
    quiz01
      adam_jennissen_lab01.zip
      quiz01.zip
  Favorites

lab02-skeleton.c
fall2022 > se185 > lab02 > C lab02-skeleton.c
1  /*-----
2  - SE 185: Lab 02 - Solving Simple Problems in C
3  - Name: Adam Jennissen
4  - Section: 8
5  - NetID: adamjenn
6  - Date: 9/8/2022
7  -----
8
9  /*-----
10 - Includes
11 -----
12 #include <stdio.h>
13 #include <math.h>
14
15 /*-----
16 - Implementation
17 -----
18 int main(int argc, char *argv[])
19 {
20     /* Put your code after this line */
21     printf("Adam Jennissen\n");
22     printf("Software Engineering 185\n");
23     printf("9/8/2022\n");
24
25     return 0;
26 }
27
```

```
0 0 0 Ln 24, Col 1 Spaces: 4 UTF-8 LF C
/cygdrive/u/fall2022/se185/lab02
adamjenn@C01318-24 /cygdrive/u/fall2022/se185/lab02
$ gcc lab02-skeleton.c -o test
adamjenn@C01318-24 /cygdrive/u/fall2022/se185/lab02
$ ./test
Adam Jennissen
Software Engineering 185
9/8/2022
```

2.

The image shows a Visual Studio Code editor window with the following components:

- Explorer Sidebar:** Displays the file structure under the user's home directory. The path is `u: > Desktop > Documents > fall2022\se185 > lab01 > lab02`. The file `lab02-2_1.c` is selected.
- Editor Window:** Shows the code for `lab02-2_1.c`. The code is a C program that calculates the area of a rectangle. It includes comments for the header and implementation sections.
- Terminal:** Shows the output of the program. It prompts for a height and width, and then displays the calculated area.

```
1  /*-----SE 185: Lab 02 - Solving Simple Problems in C
2  -
3  - Name: Adam Jennissen
4  - Section: 8
5  - NetID: adamjenn
6  - Date: 9/8/2022
7  -----
8
9  /*-----Includes
10 -
11 -----
12 #include <stdio.h>
13 #include <math.h>
14
15 /*-----Implementation
16 -
17 -----
18 int main(int argc, char *argv[])
19 {
20     /* Put your code after this line */
21
22     int x, y;
23     printf("Enter a width: ");
24     scanf("%d", &x);
25     printf("Enter a height: ");
26     scanf("%d", &y);
27     printf("A %d by %d rectangle's area is %d\n", x, y, x*y);
28
29
30     return 0;
31 }
32
```

Terminal Output:

```
/cygdrive/u/fall2022/se185/lab02
Enter a height: 4
A 6 by 4 rectangle's area is 24

adamjenn@C01318-24 /cygdrive/u/fall2022/se185/lab02
$ ./test
Enter a width: 4
Enter a height: 3
A 4 by 3 rectangle's area is 12
```

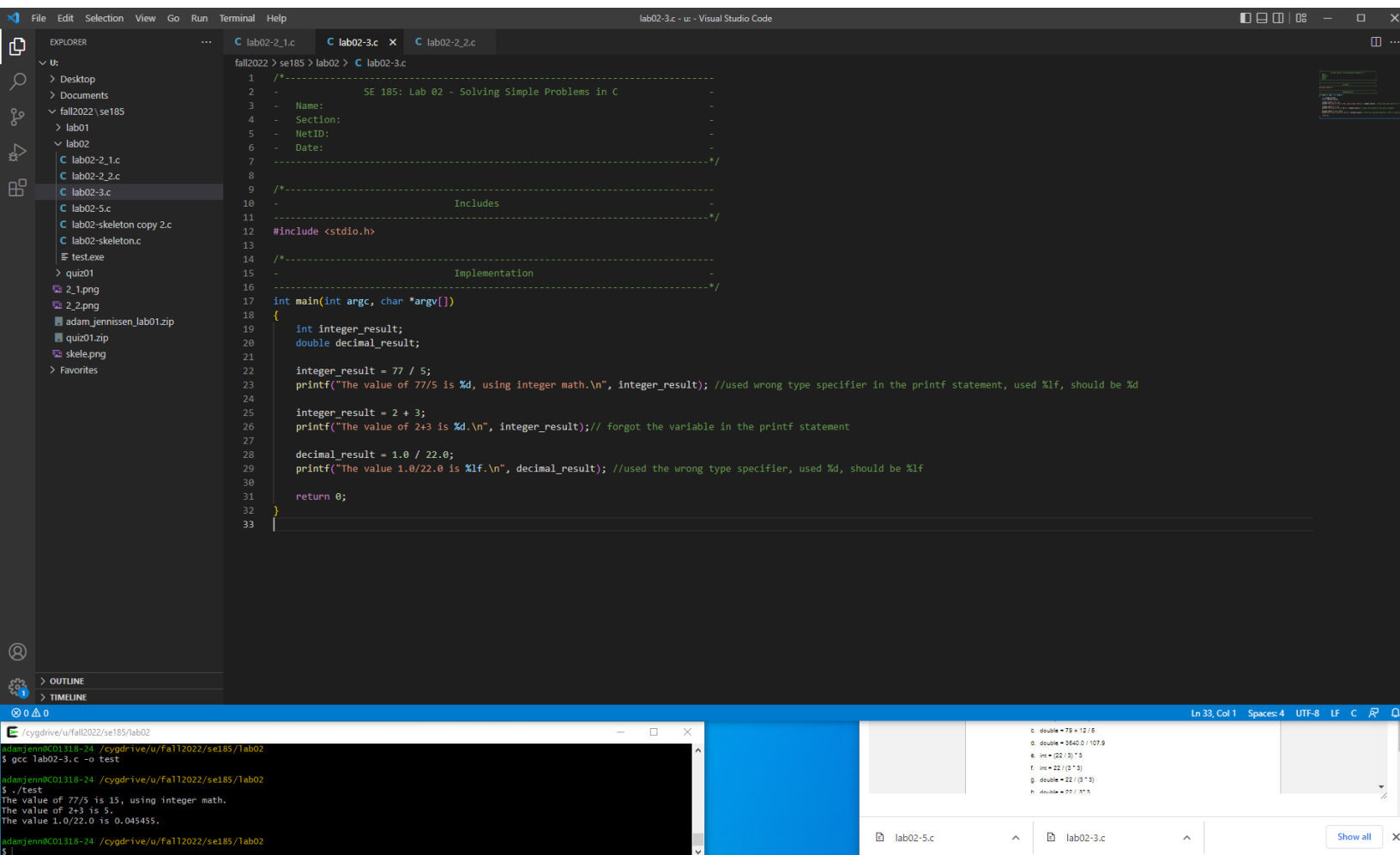
3.

```
File Edit Selection View Go Run Terminal Help lab02-2_2.c - u: - Visual Studio Code
EXPLORER
u:
  Desktop
  Documents
  fall2022\se185
    lab01
    lab02
      lab02-2_1.c
      lab02-2_2.c
      lab02-3.c
      lab02-5.c
      lab02-skeleton copy 2.c
      lab02-skeleton.c
      test.exe
    quiz01
    2_1.png
    adam_jennissen_lab01.zip
    quiz01.zip
    skele.png
  Favorites

lab02-2_2.c
fall2022 > se185 > lab02 > C lab02-2_2.c
1  /*-----
2  - SE 185: Lab 02 - Solving Simple Problems in C
3  - Name: Adam Jennissen
4  - Section: 8
5  - NetID: adamjenn
6  - Date: 9/8/2022
7  -----
8
9  /*-----
10 - Includes
11 -----
12 #include <stdio.h>
13 #include <math.h>
14
15 /*-----
16 - Implementation
17 -----
18 int main(int argc, char *argv[])
19 {
20     /* Put your code after this line */
21
22     int x, y, z;
23     printf("Enter a length: ");
24     scanf("%d", &z);
25     printf("Enter a width: ");
26     scanf("%d", &x);
27     printf("Enter a height: ");
28     scanf("%d", &y);
29
30     printf("A %d by %d by %d cubes's area is %d\n", z, x, y, z*x*y);
31
32
33     return 0;
34 }
35
```

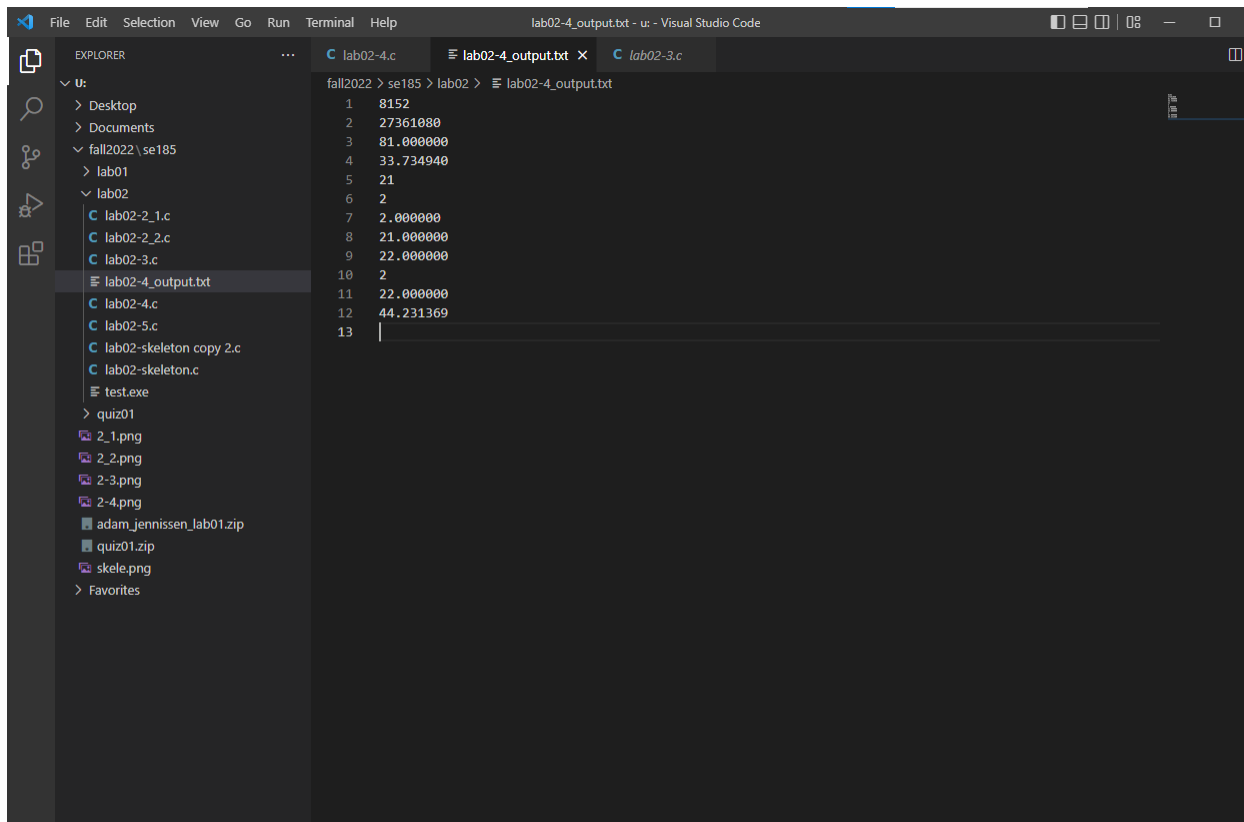
Ln 31, Col 1 Spaces: 4 UTF-8 LF C

```
/cygdrive/u/fall2022/se185/lab02
A 4 by 3 by 4 cubes's area is 48
adamjenn@C01318-24 /cygdrive/u/Fall2022/se185/lab02
$ ./test
Enter a length: 2
Enter a width: 64
Enter a height: 8
A 2 by 64 by 8 cubes's area is 1024
```



4.

5.



lab02-4_output.txt - u: - Visual Studio Code

EXPLORER

- u:
 - Desktop
 - Documents
 - fall2022\se185
 - lab01
 - lab02
 - lab02-2_1.c
 - lab02-2_2.c
 - lab02-3.c
 - lab02-4_output.txt
 - lab02-4.c
 - lab02-5.c
 - lab02-skeleton copy 2.c
 - lab02-skeleton.c
 - test.exe
 - quiz01
 - 2_1.png
 - 2_2.png
 - 2-3.png
 - 2-4.png
 - adam_jennissen_lab01.zip
 - quiz01.zip
 - skele.png
 - Favorites

lab02-4.c lab02-4_output.txt lab02-3.c

```
fall2022 > se185 > lab02 > lab02-4_output.txt
1 8152
2 27361080
3 81.000000
4 33.734940
5 21
6 2
7 2.000000
8 21.000000
9 22.000000
10 2
11 22.000000
12 44.231369
13
```


6.

The image shows a Visual Studio Code editor with a C program open. The Explorer pane on the left shows the file structure, including 'lab02-4.c' which is selected. The main editor displays the code for 'lab02-4.c', which includes standard headers, defines constants, and calculates the area of a circle with radius 2.0. The output window at the bottom shows the program's execution results, displaying the calculated area and circumference.

```

4  - Section:      8
5  - NetID:       adamjenn
6  - Date:        9/8/2022
7  -----*/
8
9  /*-----
10 -                               Includes
11 -----*/
12 #include <stdio.h>
13 #include <math.h>
14
15 /*-----
16 -                               Implementation
17 -----*/
18 int main(int argc, char *argv[])
19 {
20     int a = 6427 + 1725;
21     int b = (6971 * 3925) - 95;
22     double c = 79 + 12 / 5;
23     double d = 3640.0 / 107.9;
24     int e = (22 / 3) * 3;
25     int f = 22 / (3 * 3);
26     double g = 22 / (3 * 3);
27     double h = 22 / 3 * 3;
28     double i = (22.0 / 3) * 3.0;
29     int j = 22.0 / (3 * 3.0);
30     double k = 22.0 / 3.0 * 3.0;
31
32     double l = M_PI * pow((23.576 / M_PI / 2), 2.0); //convert from circumference to radius, then find area
33     double m = 14.0 * 0.3048; //multiply by the amount of feet in one meter
34     double n = (76.0 - 32.0) / 1.8;
35
36     printf("%d\n%d\n%lf\n%lf\n%d\n%d\n%lf\n%lf\n%lf\n%lf\n%lf\n%lf\n", a, b, c, d, e, f, g, h, i, j, k, l);
37
38
39     return 0;
40 }
41

```

```

/cygdrive/u/fall2022/se185/lab02
adamjenn@CO1318-24 /cygdrive/u/fall2022/se185/lab02
$ ./test
8152
27361080
81.000000
33.734940
21
2
2.000000
21.000000
22.000000
2
22.000000
44.231369

```

7.

The image shows a Visual Studio Code editor with a C program in the file `lab02-5.c`. The Explorer panel on the left shows the file structure, including a directory `lab02` with files `lab02-2_1.c`, `lab02-2_2.c`, `lab02-3.c`, `lab02-4.c`, `lab02-5.c`, `lab02-skeleton copy 2.c`, `lab02-skeleton.c`, and `test.exe`. The main editor shows the code for `lab02-5.c`, which is a C program for calculating the hypotenuse. The code includes comments and a main function that prompts the user for values of `a` and `b`, calculates the hypotenuse using the formula $c = \sqrt{a^2 + b^2}$, and prints the result.

```

1  /*-----
2  - SE 185: Lab 02 - Solving Simple Problems in C -
3  - Name: Adam Jennissen -
4  - Section: 8 -
5  - NetID: adamjenn -
6  - Date: 9/8/2022 -
7  -----*/
8
9  /*-----
10 - Includes -
11 -----*/
12 #include <stdio.h>
13 #include <math.h> // Google this header file to learn more! :)
14
15 /*-----
16 - Implementation -
17 -----*/
18 int main(int argc, char *argv[])
19 {
20     double a, b, c;
21
22     /* Put your code after this line */
23     printf("Enter the value for a: ");
24     scanf("%lf", &a);
25     printf("Enter the value for b: ");
26     scanf("%lf", &b);
27
28     /* This next line will calculate the square root of whatever value is
29     * inside the parenthesis and assigns it to the variable filler. */
30     c = sqrt((pow(a, 2.0) + pow(b, 2.0)));
31     printf("The hypotenuse is %lf", c);
32
33     return 0;
34 }

```

Below the editor is a terminal window showing the execution of the program. The terminal output shows two test cases where the user enters values for `a` and `b`, and the program calculates the hypotenuse.

```

adamjenn@C01318-24 /cygdrive/u/fall2022/se185/lab02
$ ./test
Enter the value for a: 3
Enter the value for b: 4
The hypotenuse is 5.000000
adamjenn@C01318-24 /cygdrive/u/fall2022/se185/lab02
$ gcc lab02-5.c -o test

adamjenn@C01318-24 /cygdrive/u/fall2022/se185/lab02
$ ./test
Enter the value for a: 5
Enter the value for b: 9
The hypotenuse is 10.295630

```