# **Homework 1: I/O and Arrays**

### PART I:

Creating a histogram for different alphabets (A to Z) from a one dimensional character array read from the keyboard 10 pts

### **Specification:**

You need to write a program that reads a sentence from the keyboard, (i.e., "The quick brown fox jumps over the lazy dog"). Next, you will find the frequency of different alphabets (A to Z) in that sentence.

You need to declare a character array where the input from the keyboard will be read.

```
char sentence[MAXSIZE]; .....(1) Here, MAXSIZE is a constant.
```

You are given a character array of alphabets as follows:

```
 char \ alphabets[] = \{ \ 'A', \ 'B', \ 'C', \ 'D', \ 'E', \ 'F', \ 'G', \ 'H', \ 'I', \ 'J', \ 'K', \ 'L', \ 'M', \ 'N', \ 'O', \ 'P', \ 'Q', \ 'R', \ 'S', \ 'T', \ 'U', \ 'V', \ 'X', \ 'Y', \ 'Z'\}; \ ......(2)
```

There are 26 alphabets. You need to have a frequency array as mentioned below. Each index of the frequency array will keep track of the number of occurrences of the alphabets as mentioned in 'alphabets' array.

```
int frequency[26]; .....(3)
```

Now, after reading a sentence from the keyboard, for each character, starting from sentence[0], you need to compare which of the alphabets it falls into. For example, for the above-mentioned sentence, sentence[0] represents 'T'. It corresponds to alphabets[19]. So, frequency[19] will be increased by one. If there is another occurrence of 'T', frequency[19] will again be increased. Both 'T' and 't' will represent the same alphabet. So, you need to compare both uppercase and lowercase letter as you did in Lab3.

Once you finish parsing through the sentence, your frequency array will be updated. Now, for each alphabet starting from **A**, you need to print the frequency and the number of stars corresponding to frequency as captured in the following output. For example, 'o' occurred 4 times in 'The quick brown fox jumps over the lazy dog'. So, 4 stars have been printed.

svasmin@C	SCD110497WP:~/CSCD240/HW1	\$ ./Histogram
	brown fox jumps over the	
Alphabets	Frequency	Histogram
A	1	*
В	1	*
С	1	*
D	1	*
E	3	***
F	1	*
G	1	*
Н	2	**
I	1	*
J	1	*
K	1	*
L	1	*
M	1	*
N	1	*
0	4	****
Р	1	*
Q	1	*
R	2	**
S	1	*
Т	2	**
U	2	**
V	1	*
W	1	*
X	1	*
Υ	1	*
Z	1	*
syasmin@CSCD110497WP:~/CSCD240/HW1\$		

Please find attached the test file **Histogram\_test.c**. You need to write C code in the commented part to make the program work.

## **PART II**

## Performing simple arithmetic operations between two 2-D arrays.

10 pts

## **Specification:**

You'll have two 2-D arrays of integers. A two-dimensional integer array 'a' with 4 rows and 5 column looks like the following:

You'll need to fill the array elements for different array indices from the keyboard. In the example above, for each row, array 'a' will have five elements. Starting from row 0, array index a[0][0], a[0][1] ...... a[0][4] will fill up first, then next row starts a[1][0], a[1][1] ...... and so on.

So, you are going to read two 2D arrays, **a** and **b**. You need to have a function that reads array elements for different array indices from the keyboard for two arrays, i.e., **a** and **b**. Arrays **a** and **b** will have the same size, i.e., the same number of columns and rows.

Here is an example how **readArrayElements** function will look like when it reads elements for a particular array:

After filling the array from keyboard input, you may want to print the array. You need to print arrays by rows. A 2D integer array  $\mathbf{a}$  with two rows and two columns with the following content, a[0][0] = 1, a[0][1] = 2, a[1][0] = 3, a[1][1] = 4, will print the following:

You need to write a function that prints the array. Here's the function declaration for printing an array:

```
void writeArrayElements(int a[][MAXCOLS], int nRows, int nCols); ... (2)
```

Next, you'll perform some elementwise arithmetic operations between the arrays. For example, **addArrayElements** will add elements of the corresponding indices in both arrays and will store the values in a new array  $\mathbf{c}$ . For example,  $\mathbf{c}[0][0] = \mathbf{a}[0][0] + \mathbf{b}[0][0]$ ,  $\mathbf{c}[1][0] = \mathbf{a}[1][0] + \mathbf{b}[1][0]$ , and so on.

The resultant array **c** will have the same dimension as that of **a** and **b**. So, if **a** and **b** are declared as follows;

```
int a[2][2], b[2][2]; ..... (3)
```

Array 'c' will also be declared as follows: int c[2][2]. Here's the function declaration for adding array elements:

You'll also need to perform subtract and multiplication operations between two arrays. Subtraction of array **b** from array **a** will result in array **c**:

```
c[0][0] = a[0][0] - b[0][0], c[1][0] = a[1][0] - b[1][0] and so on.
```

Multiplying array **a** with array **b** will result in array **c**:

```
c[0][0] = a[0][0] * b[0][0], c[1][0] = a[1][0] * b[1][0] and so on.
```

Here are two corresponding function declarations:

```
void subtractArrayElements(int a[][MAXCOLS], int b[][MAXCOLS], int c[][MAXCOLS], int
nRows, int nCols);.......(5)

void multiplyArrayElements(int a[][MAXCOLS], int b[][MAXCOLS], int c[][MAXCOLS], int
nRows, int nCols);......(6)
```

Now, the user will choose which array operation to perform. You need to use switch statement as follows:

```
switch (option) {
       case 'A':
       case 'a':
              printf("Adding array 'a' and 'b'\n");
              addArrayElements(a, b, c, rows, cols);
              printf("After adding array 'a' and 'b', the resultant array is: \n");
              writeArrayElements(c, rows, cols);
              break:
       case 'B':
       case 'b':
              printf("Subtracting array 'b' from array 'a'\n");
              subtractArrayElements(a, b, c, rows, cols);
          printf("After subtracting array 'b' from array 'a', the resultant array is:\n");
          writeArrayElements(c, rows, cols);
              break;
       case 'M':
       case 'm':
              printf("Multiplying array 'a' with array 'b'\n");
              multiplyArrayElements(a, b, c, rows, cols);
          printf("After multiplying array 'a' and 'b', the resultant array is:\n");
          writeArrayElements(c, rows, cols);
              break;
       default:
              printf("Invalid input\n");
}
```

So, you can see, 'A' / 'a' stands for addition, 'B'/'b' for subtraction and 'M'/'m' for multiplication.

Here's is an example how your output will look like when two arrays are multiplied:

```
syasmin@cscd-linux01:~/CSCD204$ ./Array
Enter the number of rows:2
Enter the number of columns:2
First Array:
Enter data for row no: 0
2 8
Enter data for row no: 1
3 9
Second Array:
Enter data for row no: 0
Enter data for row no: 1
3 8
Enter your option: 'A', 'B' or 'M':M
Multiplying array 'a' with array 'b'
After multiplying array 'a' with array 'b', the resulatnt array is:
   4 56
syasmin@cscd-linux01:~/CSCD204$
```

Please find attached the test file **Array\_test.c**. You need to write **C** code in the commented part to make the program work.

#### **Submission:**

- (a) Download the attached file "Histogram\_test.c". Complete the code and name your C code as Histogram.c. Have an output capture named Histogram\_test.pdf containing at least 3 different runs.
- **(b)** Download the attached\_file "**Array\_test.c**". Complete the code and name your C code as **Array.c**. Have an output capture named **Array\_test.pdf** containing at least 3 different runs.

So, your zip file will contain the following:

Two C files: **Histogram.c** and **Array.c** and two pdf files: **Histogram\_test.pdf** and **Array\_test.pdf**. Name your zip file with your last name first letter of your first name HW1.zip (ex: YasminSHW1.zip)

Submission deadline is: 11:59 pm, Tuesday, October 27, 2020. No late submission will be considered.