



C PROGRAMMING

Lab 01: C Control Flow Decision Making and Looping

Exercises:

Create a project named Lab01 in Visual Studio. It contains the 5 files provided:

- file1.h
- file1.c
- file2.h
- file2.c
- main.c

1. Decision Making (If-Then, It-Then-Else)

- Open “file1.c” and complete the functions “void monkey_trouble(int a_smile, int b_smile)”, “void sum_double(int a, int b)” and “void near_100_or_200(int n)”.
- Then, open “file1.h” and fill it so as to be the interface of the resource.

2. Decision Making

- Open “file2.c” and complete the functions “void flip_coin_n_times(int n)”, “printing_pattern(int n)” and “prime_numbers(int n)”.
- Then, open “file2.h” and fill it so as to be the interface of the resource.

Compile and link the project with Visual Studio, and test the functions implemented.

3. Compile and Link by hand

- Create a file “compilation.bat” and fill it with the commands so as to compile and link the project by hand. Run it so as to check that it actually generates the executable file.

Submission:

Create a zip file gathering the 5 files of the project and the “compilation.bat” file and submit it to Blackboard.