

# **Solving Simple Problems in C**

## **LAB 02** **SECTION 3**

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## Problem 1

Really easy just added some printf statements. See image 1 (top left)

## Problem 2

Part 1: Just manually copied the given code. See image 1 (top right)

Part 2: Added a new variable z and scanned it in then used it to calculate volume

See image 1 (bottom left)

## Problem 3

Each of the print statements had some problems, the first formatted an int as a double, the second had the correct format but didn't add the result as an parameter to printf, and the third formatted a double as an int.

Correct statements:

```
printf("The value of 77/5 is %d, using integer math.\n", integer_result);
```

```
printf("The value of 2+3 is %d.\n", integer_result);
```

```
printf("The value of 1.0/22.0 is %f.\n", decimal_result);
```

## Problem 4

See image 1 (bottom right) for output.

A few of the statements did integer division and then assigned them to a double variable, which effectively truncates the value after the decimal point. Statements c, g, and h did that. For the rest the differences come down to the order of operations, and parenthesis.

For l the solution is to use the formula for the area of a circle with M\_PI from the math library

`double radius = v / M_PI / 2;` where v is the circumference

`double l = M_PI * pow(radius, 2);`

For m the solution is to multiply the number of feet n by 0.3048 to get the number of meters

`double m = v * 0.3048;` where v is the distance in feet

For n the solution is similar to m translate the equation into code

`double n = (v - 32.0) / 1.8;` where v is the degrees in fahrenheit

## Problem 5

The Pythagorean Theorem basically is  $c = \sqrt{a^2 + b^2}$  which can be directly translated into code as

```
double c = sqrt(pow(a, 2) + pow(b, 2));
```

OR

```
double c = sqrt((a * a) + (b * b));
```

From there it is trivial to print out c with %lf and you're done.

## Analysis

These problems were trying to teach basic c coding concepts, and help you learn how to solve and analyze programming problems. They were pretty basic problems but given how early into the course we are that makes sense.

## Design

Designing these solutions was very simple in fact there really wasn't much design to it. My favorite one was problem 4 because I had a good time fitting all the stuff into one print statement.

## Testing

I ran problem 4 and 5 like 3 times each to get the working correctly, and the rest worked immediately.

## Screen Shots

Image: 1

<pre>/home/jack/trunk/uni/cpre185/labs: just run lab02/lab02-1.c Name: Jack Morrison Course: CPRE185 Date: 02/03/2023 /home/jack/trunk/uni/cpre185/labs:</pre>	02/03/2023 02:29:45 PM	<pre>/home/jack/trunk/uni/cpre185/labs: just run lab02/lab02-2_1.c Enter a width: 6 Enter a height: 6 A 4 by 6 rectangle's area is 24 /home/jack/trunk/uni/cpre185/labs:</pre>	02/03/2023 02:29:27 PM 02/03/2023 02:30:09 PM
<pre>/home/jack/trunk/uni/cpre185/labs: just run lab02/lab02-2_2.c Enter a width: 2 Enter a height: 64 Enter a depth: 8 A 2 by 64 by 8 rectangular prism's volume is 1024 /home/jack/trunk/uni/cpre185/labs:</pre>	02/03/2023 02:29:40 PM 02/03/2023 02:30:24 PM	<pre>/home/jack/trunk/uni/cpre185/labs: just run lab02/lab02-4.c a: 8152 b: 10801 c: 81.00 d: 33.73 e: 21 f: 2 g: 2.00 h: 21.00 i: 22.00 j: 2 k: 22.00 l: 44.01 m: 4.27 n: 24.44 /home/jack/trunk/uni/cpre185/labs:  </pre>	02/03/2023 02:29:29 PM 02/03/2023 02:30:41 PM

Image: 2

```
/home/jack/trunk/uni/cpre185/labs: just run lab02/lab02-5.c
Enter a: 5
Enter b: 9
Value of c: 10.295630
/home/jack/trunk/uni/cpre185/labs: | 02/03/2023 01:33:10 PM
```