

COMPUTER PROGRAMMING I

GROUP () LAB ()

BY

NAME:

Student ID:

DATE:



LAB INSTRUCTION

- LAB Mode: **INDIVIDUAL**.
- Date of Submission: **NOVEMBER 10, 2021**.
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- The font must be **ARIAL** and the size must be **12. JUSTIFY. SPACING 1.5**.
- Use **YOUR NAME, SURNAME**, and **DATE** as a variable in your answer
- Complete the cover sheet and attach it to your lab as (first page).
- Answer lab with own work (**NO PLAGIARISM**).
- Your marks will be deducted in the case of:
 - Late submission.
 - Plagiarism.
 - Different instruction.

[P/S: There may be more than one error in each piece of code]

LAB QUESTIONS

1. Write statements that assign random integers to the variable n in the following ranges:
 - a) $1 \leq n \leq 6$
 - b) $100 \leq n \leq 1000$
 - c) $0 \leq n \leq 19$
 - d) $1000 \leq n \leq 2222$
 - e) $-1 \leq n \leq 1$
 - f) $-3 \leq n \leq 11$

2. What does the following program do? What happens if you exchange lines 5 and 6?

```
1. #include <stdio.h>
2. int main(void)
3. {int c;
4. if ((c = getchar()) != EOF) {
5. main();
6. printf("%c", c);
7. }}
```

3. What does the following program do?

```
1  #include <stdio.h>
2
3  unsigned int mystery(unsigned int a, unsigned int b); // function prototype
4
5  int main(void)
6  {
7      printf("%s", "Enter two positive integers: ");
8      unsigned int x; // first integer
9      unsigned int y; // second integer
10     scanf("%u%u", &x, &y);
11
12     printf("The result is %u\n", mystery(x, y));
13 }
14
15 // Parameter b must be a positive integer
16 // to prevent infinite recursion
17 unsigned int mystery(unsigned int a, unsigned int b)
18 {
19     // base case
20     if (1 == b) {
21         return a;
22     }
23     else { // recursive step
24         return a + mystery(a, b - 1);
25     }
26 }
```

4. Find the error in each of the following program segments and explain how to correct it:

- a) `double cube(float);`
`cube(float number)`
`return number * number * number;`
`}`
- b) `double y = 123.45678;`
`int x;`
`x = y;`
`printf("%f\n", (double) x);`
- c) `double square(double number)`
`double number;`
`return number * number;`
`}`
- d) `int sum(int n)`
`{`
`if (0 == n) {`
`return 0;`
`else {`
`return n + sum(n); }`
`}`