## **CEG 2170**

## **Laboratory 3**

The purpose of this lab is practice using and writing functions.

**Turn In:** Upload <u>both lab 3 projects</u> with fully commented source code (including header comments), as required in the course style guide.

## Part I

Create a <u>new project</u> and program file that outputs the results of each of the following expressions. Include the problem number in the output. For instance, the output statement for **part a** below is:

```
printf( "Expression a = %f", ceil(16.2));
```

- a. ceil(16.2)
- b. floor(-7.5) \* pow(3.0, 2.0)
- c. sqrt(ceil(fabs(-7.4)))
- d.  $\sqrt{3+13} * 5^2$
- e.  $\sqrt{(12-3)^3}$

Make sure you include the math.h library in addition to stdio.h.

## Part II

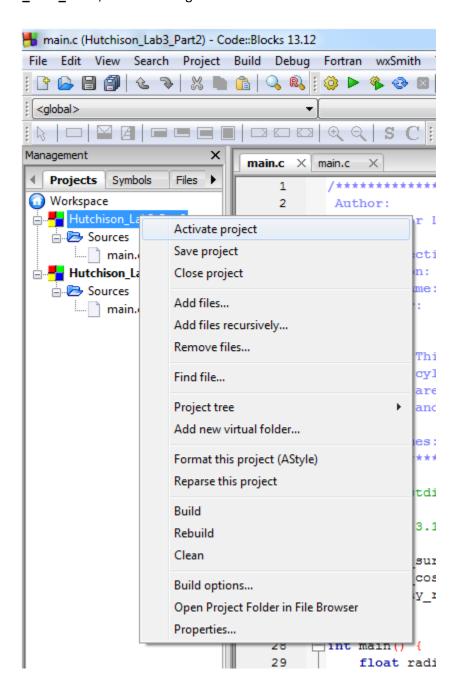
Create a <u>new project</u> and source code file and enter the partially-finished program shown on the following pages. Complete the program where indicated by the comments:

- The call to the calc cost function in main
- The body of the calc surface area function
- The comments for the calc cost function
- The body of the display results function

Run your program to be sure your results match those of the sample program run below.

```
"C:\Users\Public\Documents\CEG 2170\Lab\Lab 3 - functions\Hutchison_Lab3_Part2\bin\Debug\H... \Rightarrow \Rightar
```

Note: When running multiple projects in CodeBlocks <u>at the same time</u>, you must activate the project you want to run. For example, I right-click on the **Hutchison\_Lab3\_Part1** project to activate it. At this time, the build and run options will only work with this project. If I want to build or run **Hutchison\_Lab3\_Part2**, then I must right-click and activate it.



```
#include <stdio.h>
#define PI 3.14159
float calc surface area (float radius, float height);
float calc cost (float surface area, float cost per sq cm);
void display results (float radius, float height, float cost per sq cm, int quantity,
                      float surface area, float cost per container, float total cost);
int main() {
    float radius, height, cost per sq cm;
    int quantity;
    float surface area, cost per container, total cost;
    //input container dimensions, material cost, quantity
    printf("Enter the radius of the container's base: ");
    scanf( "%f", &radius);
    printf( "Enter the height of the container: ");
    scanf( "%f", &height);
    printf( "Enter the material's cost per square centimeter: ");
    scanf( "%f", &cost per sq cm);
    printf( "Enter the number of containers to be manufactured: ");
    scanf( "%d", &quantity);
   //calculations
    surface_area = calc_surface_area(radius, height);
   /*call the calc cost function here and store the result in the
     cost per container variable */
    total cost = cost per container * quantity;
    //display results
    printf("\nResults:\n\n");
    display results (radius, height, cost per sq cm, quantity,
                    surface area, cost per container, total cost);
    return 0;
```

```
/***********************
This function calculates the surface area of an open-top cylinder
given the radius of the base and the height of the cylinder
Input parameters: radius of the base; must be greater than 0.
                height of the cylinder; must be greater than 0
Return: surface area of the open-top cylinder
float calc surface area (float radius, float height) {
   /* fill in the code for this function */
/***********************
   fill in the comments for this function
*******************
float calc cost( float surface area, float cost per sq cm) {
   return surface area * cost per sq cm;
}
/***********************
This function displays all items listed in the parameter list.
Input parameters: radius and height of the cylinder, cost of material,
                quantity to be produced, surface area of the container,
                cost to produce each container, total cost to produce
                the given quantity
Return: none
**************************************
void display results (float radius, float height, float cost per sq cm,
                  int quantity, float surface area,
                  float cost per container, float total cost) {
   /* fill in the code for this function so that the output
      matches that shown in the sample program run */
}
```