

# Assignment #2 - Selection and Repetition

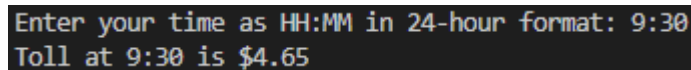
Cody Raposa

ELEC2850 Microcontrollers Using C Programming

October 3, 2024

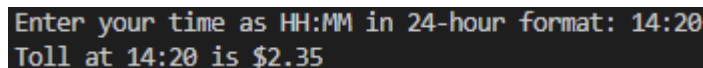
## 1 Q1 Code

```
1 #include <stdio.h>
2
3 int main(){
4     int hours, minutes = 0;
5     printf("Enter your time as HH:MM in 24-hour format: ");
6     scanf("%d:%d", &hours, &minutes);
7     if (hours < 0 || hours > 23 || minutes < 0 || minutes > 59){
8         printf("Invalid time\n");
9     }
10    else if (hours < 6){
11        printf("Toll at %d:%d is $1.55", hours, minutes);
12    }
13    else if (hours < 10){
14        printf("Toll at %d:%d is $4.65", hours, minutes);
15    }
16    else if (hours < 18){
17        printf("Toll at %d:%d is $2.35", hours, minutes);
18    }
19    else{
20        printf("Toll at %d:%d is $1.55", hours, minutes);
21    }
22    return 0;
23 }
```



```
Enter your time as HH:MM in 24-hour format: 9:30
Toll at 9:30 is $4.65
```

Figure 1: Output for test case 9:30

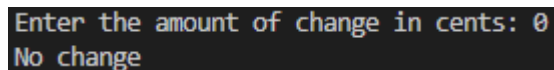


```
Enter your time as HH:MM in 24-hour format: 14:20
Toll at 14:20 is $2.35
```

Figure 2: Output for test case 14:20

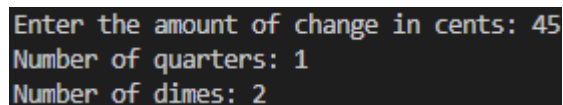
## 2 Q2 Code

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int change = 0;
6     printf("Enter the amount of change in cents: ");
7     scanf("%d", &change);
8
9     if (change < 0)
10    {
11        printf("Invalid amount\n");
12    }
13    else if (change == 0)
14    {
15        printf("No change");
16    }
17    if (change > 25)
18    {
19        printf("Number of quarters: %d\n", change / 25);
20        change = change % 25;
21    }
22    if (change >= 10)
23    {
24        printf("Number of dimes: %d\n", change / 10);
25        change = change % 10;
26    }
27    if (change >= 5)
28    {
29        printf("Number of nickels: %d\n", change / 5);
30        change = change % 5;
31    }
32    if (change > 0)
33    {
34        printf("Number of pennies: %d\n", change);
35    }
36    return 0;
37 }
```



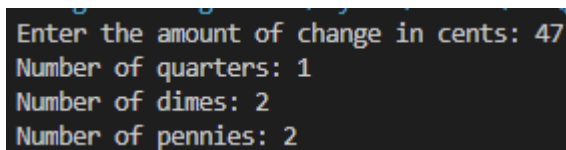
```
Enter the amount of change in cents: 0
No change
```

Figure 3: Output for test case 0



```
Enter the amount of change in cents: 45
Number of quarters: 1
Number of dimes: 2
```

Figure 4: Output for test case 45

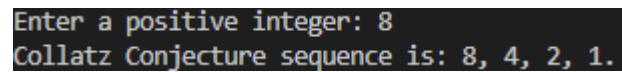


```
Enter the amount of change in cents: 47
Number of quarters: 1
Number of dimes: 2
Number of pennies: 2
```

Figure 5: Output for test case 47

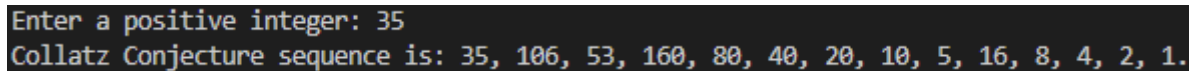
### 3 Q3 Code

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int num = 0;
6     printf("Enter a positive integer: ");
7     scanf("%d", &num);
8     if (num <= 0)
9     {
10        printf("Invalid number\n");
11        return 0;
12    }
13    printf("Collatz Conjecture sequence is: %d, ", num);
14    while (num != 1)
15    {
16        if (num % 2 == 0)
17        {
18            num = num / 2;
19            if (num == 1)
20            {
21                printf("1.\n");
22                break;
23            }
24            printf("%d, ", num);
25        }
26        else
27        {
28            num = 3 * num + 1;
29            printf("%d, ", num);
30        }
31    }
32    return 0;
33 }
```



```
Enter a positive integer: 8
Collatz Conjecture sequence is: 8, 4, 2, 1.
```

Figure 6: Output for test case 8



```
Enter a positive integer: 35
Collatz Conjecture sequence is: 35, 106, 53, 160, 80, 40, 20, 10, 5, 16, 8, 4, 2, 1.
```

Figure 7: Output for test case 35