## 必做题

## 第一题

```
程序代码:
```

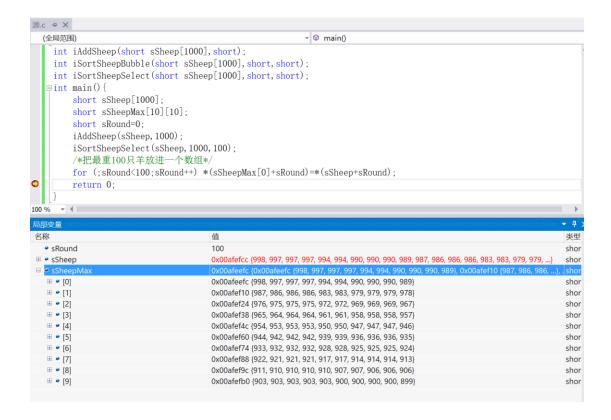
```
注 1: 两个函数代表了两种算法, *****处代表选择其一填入
注 2: 为了调试窗口显示方便,把 100 只羊单独列成二维数组,每十个一组显示
#include <stdio.h>
#include <stdlib.h>
#include <time.h>
#include <math.h>
int iAddSheep(short sSheep[1000], short);
int iSortSheepBubble(short sSheep[1000], short, short);
int iSortSheepSelect(short sSheep[1000], short, short);
int main() {
   short sSheep[1000];
   short sSheepMax[10][10];
   short sRound=0;
   iAddSheep (sSheep, 1000);
    iSortSheep*****(sSheep, 1000, 100);
   /*把最重100只羊放进一个数组*/
   for (;sRound<100;sRound++) *(sSheepMax[0]+sRound)=*(sSheep+sRound);</pre>
   return 0;
/*随机生成一千只羊*/
int iAddSheep(short sSheep[1000], short sAddRoundMax) {
   short sAddRound=0;/*循环变量*/
   short sRandRound;/*循环变量*/
    for (;sAddRound<sAddRoundMax/100;sAddRound++) {</pre>
       for (sRandRound=0; sRandRound<(rand()%1000+10000); sRandRound++) {</pre>
            srand(time(0));
           printf(" ");
       }
       for (sRandRound=0; sRandRound<100; sRandRound++) {</pre>
            srand(time(0)+sRandRound*10000);
            *(sSheep+sAddRound*100+sRandRound)=rand()%999+1;
   }
   return 0;
/*冒泡排序选出最大100只*/
int iSortSheepBubble(short sSheep[1000], short sLength, short sSelect) {
    short sRoundFinish, sRoundPosition;
    for (sRoundFinish=0;sRoundFinish<sSelect;sRoundFinish++) {</pre>
       for (sRoundPosition=sLength-
```

```
2; sRoundPosition>=sRoundFinish; sRoundPosition--) {
                   if (*(sSheep+sRoundPosition)<*(sSheep+sRoundPosition+1)){/*交换*/
                         short sTemp=*(sSheep+sRoundPosition);
                         *(sSheep+sRoundPosition)=*(sSheep+sRoundPosition+1);
                         *(sSheep+sRoundPosition+1)=sTemp;
      return 0;
/*选择排序选出最大100只*/
int iSortSheepSelect(short sSheep[1000], short sLength, short sSelect) {
      short sRoundFinish, sRoundPosition;
      for (sRoundFinish=0;sRoundFinish<sSelect;sRoundFinish++) {</pre>
             for
(sRoundPosition=sRoundFinish+1; sRoundPosition<sLength; sRoundPosition++) {
                   if (*(sSheep+sRoundFinish)<*(sSheep+sRoundPosition)){/*交换*/
                         short sTemp=*(sSheep+sRoundFinish);
                         *(sSheep+sRoundFinish)=*(sSheep+sRoundPosition);
                         *(sSheep+sRoundPosition)=sTemp;
      return 0;
运行结果截图:
法 1---冒泡
源.c 中 X
   (全局范围)
                                                     - @ main()
        short sSheepMax[10][10];
        short sRound=0;
        iAddSheep(sSheep, 1000);
        iSortSheepBubble(sSheep,1000,100);
/*把最重100只羊放进一个数组*/
        for (;sRound<100;sRound++) *(sSheepMax[0]+sRound)=*(sSheep+sRound);
        return 0;
     /*随机生成一千只羊*/
    int iAddSheep(short sSheep[1000], short sAddRoundMax) {
    short sAddRound=0;/*循环变量*/
         short sRandRound;/*循环变量*/
        for (:sAddRound(sAddRou
                              ndMax/100:sAddRound++) {

    sSheep

                                  0x0027f1dc (998, 998, 995, 995, 992, 992, 992, 991, 991, 991)
                                   0x0027f1f0 {987, 987, 984, 984, 981, 981, 981, 980, 980, 980}
                                   0x0027f204 (976, 976, 973, 973, 970, 970, 970, 969, 969, 969)
                                                                                                       sho
                                  0x0027f218 {966, 966, 962, 962, 959, 959, 959, 958, 958, 958}
0x0027f22c {955, 955, 951, 951, 948, 948, 948, 947, 947, 947,
                                                                                                       sho
sho
sho
                                  0x0027f240 {944, 944, 941, 941, 937, 937, 937, 936, 936, 936}
0x0027f254 {933, 933, 930, 930, 926, 926, 926, 925, 925, 925,
                                  0x0027f268 {922, 922, 919, 919, 916, 916, 916, 914, 914, 914}
0x0027f27c {911, 911, 908, 908, 905, 905, 905, 904, 904, 904}
                                                                                                       sho
                                   0x0027f290 {900, 900, 900, 900, 900, 897, 897, 897, 897, 894}
```

法 2---选择



## 第二题

```
程序代码:(被注释掉的函数是可以进行对象输入的部分,题目要求初始化定义,故注释掉)
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
/*矩阵及其参量定义*/
rMat[128][128] = \{\{1.1161, 0.1254, 0.1397, 0.1490\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 1.1675, 0.1768, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1871\}, \{0.1582, 0.1872, 0.1872\}, \{0.1582, 0.1872, 0.1872\}, \{0.1582, 0.1872, 0.1872, 0.1872\}, \{0.1582, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1872, 0.1
2368, 0. 2471, 0. 2568, 1. 2671}, {0. 1968, 0. 2071, 1. 2168, 0. 2271}};
short sRow=4, sColumn=4;
/*向量定义*/
double rConst[128]={1.5471, 1.6471, 1.8471, 1.7471};
double rSolution[128];
/*行处理进展静态变量*/
short sRowsNotNull;/*一次消元过程首列非零的行数*/
short sSolve=1;/*是否有唯一解*/
short sNull=0;/*零空间维数*/
/*定义函数*/
char cfInput(void);/*矩阵和向量输入保存*/
char cSwitch(short);/*单列对换变换*/
char cGauss(short);/*单列倍加变换*/
char cPLDU(void);/*求阶梯形矩阵并判断解的情况*/
char cBack(short);/*单次回代*/
char cBackTotal (void);/*完成回代*/
```

```
char cfOutput(void);/*输出结果*/
/*主函数*/
char main() {
   //cfInput();/*输入矩阵和向量*/
   cPLDU();/*化为阶梯型,输出非唯一解情形*/
   if (sSolve==1) {/*有解情形*/
       cBackTotal();/*回代法*/
       cfOutput();/*输出唯一解*/
   }
   system("pause");
   return 0;
/*矩阵和向量输入保存*/
char cfInput() {
   short sRowRound, sColumnRound;/*循环变量*/
   printf("请输入矩阵的行(列)数:"):
   scanf ("%hd", &sRow);
   sColumn=sRow;
   /*矩阵输入*/
   printf("请输入矩阵,同行用\\t隔开,异行用\\n隔开:\n");
   for (sRowRound=0;sRowRound<sRow;sRowRound++) {</pre>
       for (sColumnRound=0;sColumnRound<sColumn;sColumnRound++)</pre>
scanf("%lf", &rMat[sRowRound][sColumnRound]);
   /*向量输入*/
   printf("请输入向量,用空格或制表符隔开:\n");
   for (sRowRound=0;sRowRound<sRow;sRowRound++)</pre>
scanf("%lf", &rConst[sRowRound]);
   return 0;
/*判断行交换的必要性并进行行交换*/
char cSwitch(short sColumnTested) {
   short sRowAbove=0, sRowBelow=0;/*非零区行数和零区行数指示变量*/
   short sSwitchRound, sColumnCopyRound;/*循环变量*/
   sRowsNotNull=0;
   if (sColumnTested>=sColumn) {/*由于先前平移行数大于列数,列数超限*/
       sRowsNotNull=1:
       return 0:
   else{/*分首列是否为0向下平移*/
       for (sSwitchRound=sColumnTested; sSwitchRound<sRow; sSwitchRound++) {</pre>
          if (fabs(rMat[sSwitchRound][sColumnTested])<1e-9){/*首项为零行向下
平移两倍*/
              /*矩阵操作*/
```

```
for
(sColumnCopyRound=sColumnTested;sColumnCopyRound<sColumn;sColumnCopyRound++) {
   rMat[sRowBelow+2*sRow][sColumnCopyRound]=rMat[sSwitchRound][sColumnCopyRound]
d];
               /*向量操作*/
              rConst[sRowBelow+2*sRow]=rConst[sSwitchRound];
               sRowBelow++:/*首项零行多一个*/
           else {/*首项非零行向下平移一倍*/
               /*矩阵操作*/
(sColumnCopyRound=sColumnTested;sColumnCopyRound<sColumn;sColumnCopyRound++) {
   rMat[sRowAbove+sRow][sColumnCopyRound]=rMat[sSwitchRound][sColumnCopyRound]
              }
               /*向量操作*/
               rConst[sRowAbove+sRow]=rConst[sSwitchRound];
               sRowAbove++;/*首项非零行多一个*/
               sRowsNotNull++;/*需要处理的非零行数增加*/
       /*回填补齐*/
       for (sSwitchRound=0;sSwitchRound<sRowsNotNull;sSwitchRound++){/*首项非
零行填在上面*/
           /*矩阵操作*/
           for
(sColumnCopyRound=sColumnTested;sColumnCopyRound<sColumn;sColumnCopyRound++) {
```

(sColumnCopyRound=sColumnTested;sColumnCopyRound<sColumn;sColumnCopyRound++) {

for

rMat[sColumnTested + sSwitchRound + sRowsNotNull][sColumnCopyRound] = rMat[sSwitchRound + sRowsNotNull][sColumnCopyRound + sRowsNotNull][sColu

```
hRound+2*sRow][sColumnCopyRound];
           /*向量操作*/
   rConst[sColumnTested+sSwitchRound+sRowsNotNull]=rConst[sSwitchRound+2*sRow]
;
       return 0;
/*一步高斯消元*/
char cGauss(short sRowStart) {
   cSwitch(sRowStart);
   if (sRowsNotNull==0) {/*不满秩*/
       short sMoveRow=sRow-1;/*行循环变量*/
       short sMoveColumn:/*列循环变量*/
       for (;sMoveRow>=sRowStart;sMoveRow--){/*向下平移使主元还在对角线上*/
           /*矩阵操作*/
           for (sMoveColumn=sRowStart+1;sMoveColumn<sColumn;sMoveColumn++) {</pre>
               rMat[sMoveRow+1][sMoveColumn]=rMat[sMoveRow][sMoveColumn];
           /*向量操作*/
           rConst[sMoveRow+1]=rConst[sMoveRow];
       sRow++;/*扩大行数*/
       sSolve=0;/*解不唯一*/
       sNull++;/*缺一个主元零空间维数加一*/
       return 0;
   else {/*暂时满秩*/
       double rOne=rMat[sRowStart][sRowStart];/*归一基准值*/
       short sGaussRowRound, sGaussColumnRound;/*循环变量*/
       /*归一化*/
       /*矩阵操作*/
       for
(sGaussColumnRound=sRowStart;sGaussColumnRound<sColumn;sGaussColumnRound++) {
           rMat[sRowStart][sGaussColumnRound]/=rOne;
       /*向量操作*/
       rConst[sRowStart]/=rOne;
       /*加减消元*/
       for
(sGaussRowRound=sRowStart+1;sGaussRowRound<sRowStart+sRowsNotNull;sGaussRowRoun
d++) {
```

```
double
rRowConstK=rMat[sGaussRowRound][sRowStart]/rMat[sRowStart][sRowStart];/*倍加比
例系数*/
          /*矩阵操作*/
           for
(sGaussColumnRound=sRowStart;sGaussColumnRound<sColumn;sGaussColumnRound++) {
              rMat[sGaussRowRound][sGaussColumnRound]-
=rMat[sRowStart][sGaussColumnRound]*rRowConstK;
           /*向量操作*/
          rConst[sGaussRowRound] == rConst[sRowStart] *rRowConstK;
       }
   return 0;
/*化为上三角全过程*/
char cPLDU() {
   short sPLDURound=(short)0;/*循环变量*/
   short sFlagNull=0;/*判断增广列是否为主列的指标,0否*/
   for (sPLDURound=0;sPLDURound<sRow;sPLDURound++) cGauss(sPLDURound);/*进行高
斯消元化为阶梯型*/
   if (fabs(rMat[sRow-1][sColumn-1])<1e-9){/*原矩阵不满秩*/
       for (sPLDURound=sRow-1;sPLDURound>=sRow-sNu11;sPLDURound--) {
           if (fabs(rConst[sPLDURound])>1e-9) {/*增广列出现主元*/
              sFlagNull++;
              break;
       if (sFlagNull==0) printf("方程有无穷组解,零空间维数为%hd。
\n", sNull);/*增广列非主列*/
       else printf("方程无解。\n");/*增广列为主列*/
   return 0;
/*单次回代法*/
char cBack(short sPosition) {
   short sRoundBack=sRow-1;/*循环变量*/
   double rResultP=rConst[sPosition];/*输出结果变量初始化*/
   for (;sRoundBack>sPosition;sRoundBack--){/*逐列回代*/
       rResultP==rMat[sPosition][sRoundBack]*rSolution[sRoundBack];
   }
   rSolution[sPosition]=rResultP;/*解向量赋值*/
   return 0;
```

```
/*回代法求唯一解汇总*/
char cBackTotal() {
   short sRoundBT=sRow-1;/*循环变量*/
   for (;sRoundBT>=0;sRoundBT--) cBack(sRoundBT);/*逐行回代*/
   return 0;
/*输出唯一解*/
char cfOutput() {
   short sRoundOutput=0;/*循环变量*/
   printf("方程有唯一解,为: \n");
   /*逐行输出解向量*/
   for (;sRoundOutput<sRow;sRoundOutput++)</pre>
printf("x (\%hd) = \%lf \ ", sRoundOutput+1, rSolution[sRoundOutput]);
   return 0;
运行结果截图:
 方程有唯一解,为:
 x(1)=1.040584
x(2)=0.986956
x(3)=0.935053
x(4)=0.881297
 请按任意键继续...
第三题
思路: 穷举遍历找到结果
程序代码:
#include <stdio.h>
#include <stdlib.h>
#define TOTAL HEAD 15
#define TOTAL_FEET 40
int main() {
   int iChicken=0;
   int iRabbit;
   int iFeet;
   for (;iChicken<=15;iChicken++) {</pre>
       iRabbit=TOTAL HEAD-iChicken;
       iFeet=2*iChicken+4*iRabbit;
       if (iFeet==TOTAL FEET) {
           printf("鸡有%d只, 兔有%d只。\n", iChicken, iRabbit);
       }
   system("pause");
```

```
return 0;
运行结果:
```

## 选做题

```
第一题
程序代码:
#include <stdio.h>
#include <stdlib.h>
int iCalculate(int);
int iInclude(int);
int iSaver[100000];/*各次结果保存*/
/*主函数*/
int main() {
   int iTest:/*测试数*/
   int iRound=0;/*循环变量*/
   printf("请输入被测整数: ");
   scanf("%d", &iTest);
   for (;1;iRound++) {
       if (iTest==1) {
           printf("1");
           break;
       else if (iInclude(iTest)) {
           printf("0");
           break;
       iSaver[iRound]=iTest;
       iTest=iCalculate(iTest);
   system("pause");
   return 0;
/*计算各位平方和*/
int iCalculate(int iNum) {
   int iResult=0;/*存储结果*/
   while (iNum>0) {
       iResult+=(iNum%10)*(iNum%10);/*某位平方*/
       iNum/=10;
   return iResult;
```

```
}
/*判断数是否在数组中*/
int iInclude(int iNum) {
   int iIncludeRound=0;/*循环变量*/
   int iIncludeFlag=0;/*标志,1为在里面*/
   for (;iSaver[iIncludeRound]!=0;iIncludeRound++) {
       if (iNum==iSaver[iIncludeRound]) {/*相等*/
           iIncludeFlag=1;
          break:
       }
   return iIncludeFlag;
运行结果:
 请输入被测整数: 201004
 0请按任意键继续...
第二题
答案: 10,9,8,7,6,1,2,3,4,5
第三题
程序代码:
#include<stdio.h>
#include<stdlib.h>
short sID[18];/*身份证号转变*/
short sWeight[17]={7, 9, 10, 5, 8, 4, 2, 1, 6, 3, 7, 9, 10, 5, 8, 4, 2};/*权重*/
int main() {
   int iRound=0;/*循环变量*/
   int iResult=0;/*求解末位结果*/
   printf("请输入身份证号:");
   for (;iRound<18;iRound++) sID[iRound]=getchar()-48;</pre>
   if (sID[17]=='X'-48) sID[17]=10;
   for (iRound=0;iRound<17;iRound++) iResult+=sID[iRound]*sWeight[iRound];/*;
算加权乘法*/
   iResult=(12-iResult%11)%11;/*计算余数*/
   /*输出结果*/
   if (iResult==sID[17]) printf("合法。\n");
   else if (iResult==10) printf("非法,正确校验位是X。\n");
   else printf("非法,正确校验位是%hd。\n",iResult);
   system("pause");
   return 0;
运行结果:
```

请输入身份证号: 110109202002172254 非法,正确校验位是7。 请按任意键继续...