**ECE 3331, Dr. Hebert, Spr 2017 HW 12 due 04/25 at 11:59 pm**

**Problem 1. Section 10.9, Exercise 1.**

0

3

**Problem 2. Section 10.9, Exercise 3.**

typedef enum good\_foods {fish, chips, chocolate, beef, burger, doughnuts, cookies, candy, tacos, quesadillas, chicken, fries} GOOD\_FOODS;

**Problem 3. Section 8.1, Exercises 3.**

Main’s I = 0

Val’s I = 100

Main’s I = 1

Val’s I = 100

**Problem 4. Section 8.1, Exercises 4.**

6

9

13

18

**Problem 5. Section 8.1, Exercises 5.**

4.200000 14.500000

**Problem 6. Section 8.1, Exercises 7.**

Count = 5

Count = 4

Count = 3

Count = 2

Count = 1

**Problem 7. Section 8.3, Exercise 1.**

A static variable may be made visible by placing it outside and before the function declarations

**Problem 8. Section 8.3, Exercise 2.**

No

**Problem 9. Section 8.3, Exercise 5.**

X visible in main(), print\_prompt(void), far\_out(int t)

C visible in main()

Y visible in f1(void), far\_out(int t)

D visible in f2(int w), print\_prompt(void), far\_out(int t)

V visible in f2(int 2)

**Problem 10. Section 8.5, Exercise 6.**

Advantage of continuity with variables, however, when the variable can be seen by several functions, code may be written thinking a different value is being used.

**Problem 11. Section 8.6, Exercises 1.**

Function can only be extern or static

**Problem 12. Section 8.6, Exercises 4.**

No, it is visible to all functions in the same file.

**Problem 13. Section 8.7, Exercises 2.**

Attempts to alter const float real value

**Problem 14. Section 8.7, Exercises 3.**

Yes

**Problem 15. Chapter 8 Programming Exercises 8.3.**

#include <stdio.h>

#include <stdlib.h>

extern float balance = 0;

void withdraw(float value);

void deposit(float value);

main()

{

while(1)

{

float amount;

printf("enter an amount: ");

scanf("%f", &amount);

char type;

printf("\nDeposit (-) or Withdrawal (+)?\n");

scanf(" %c", &type);

if(type == '-')

{

withdraw(amount);

}

else if(type == '+')

{

deposit(amount);

}

printf("New Balance: $%.2f\n", balance);

}

}

void withdraw(float value){

balance -= value;

}

void deposit(float value){

balance += value;

}