

# REPORT PROGRAMMAZIONE C

In questo esercizio abbiamo effettuato la programmazione con C di formule per i calcoli dell' area del quadrato, cerchio e triangolo

Inserendo i comandi per avere accesso alle librerie con stdio.h, stdlib.h e math.h

I comandi usati sono int main, float, printf e scanf

| main.c  | Output   |
|---|--|
| <pre>2 #include &lt;stdio.h&gt; 3 #include &lt;stdlib.h&gt; 4 #include &lt;math.h&gt; 5 6 int main(void) 7 { 8 9     float d; 10    float aq, ac, ad; 11    float r; 12 13    printf("a = 1 3 + 1 3 = "); 14 15    printf("somma 6"); 16    scanf("%f", &amp;d); 17 18    aq = d * d; 19 20 }</pre> | <pre>/tmp/Qe4ijh6npB.o a = 1 3 + 1 3 = somma 6</pre> |

| main.c   | Output   |
|--|--|
| <pre>1 // Online C compiler to run C program online 2 #include &lt;stdio.h&gt; 3 #include &lt;stdlib.h&gt; 4 #include &lt;math.h&gt; 5 6 int main(void) 7 { 8 9     float d; 10    float ac, aq, at; 11    float r; 12 13    printf("A = <math>\pi r^2</math> = "); 14 15    printf("12"); 16    scanf("%f", &amp;d); 17 18 19 }</pre> | <pre>/tmp/juwueXQuDb.o A = <math>\pi r^2</math> = 12</pre> |

| main.c  | Run | Output   |
|---|-----|--|
| <pre>1 // Online C compiler to run C program online 2 #include &lt;stdio.h&gt; 3 #include &lt;stdlib.h&gt; 4 #include &lt;math.h&gt; 5 6 int main(void) 7 { 8 9     float d; 10    float ac, aq, at; 11    float r; 12 13    printf("A = b x a : 2 = "); 14 15    printf("7"); 16    scanf("%f", &amp;d); 17 18 }</pre> |     | <pre>/tmp/1B791mn6kW.o A = b x a : 2 = 7</pre> |

| main.c   | Run | Output  |
|--|-----|---|
| <pre>2 #include &lt;stdio.h&gt; 3 #include &lt;stdlib.h&gt; 4 #include &lt;math.h&gt; 5 6 int main(void) 7 { 8 9     float d; 10    float ac, aq, at; 11    float r; 12 13    printf("M_PI * ( r * r) \n\n "); 14 15    printf("8"); 16    scanf("%f", &amp;d); 17 18    ac = M_PI * ( r * r); 19 20 }</pre> |     | <pre>/tmp/xsp0FcdcVo.o M_PI * ( r * r)  8</pre> |

| main.c  | Run | Output   |
|---|-----|--|
| <pre>4 #include &lt;math.h&gt; 5 6 int main(void) 7 { 8 9     float d; 10    float aq, ac, at; 11    float r; 12 13    printf("ac r = d/2 \n\n "); 14 15    printf("risultato calcolo aree:\n"); 16 17    printf(" 8"); 18    scanf("%f", &amp;d); 19 20    ac = M_PI * ( r * r); 21 22 }</pre> |     | <pre>/tmp/GKwGM19uBc.o ac r = d/2  risultato calcolo aree: 8</pre> |

| main.c  | Run | Output  |
|---|-----|---|
| <pre>4 #include &lt;math.h&gt; 5 6 int main(void) 7 { 8 9     float d; 10    float aq, ac, at; 11    float r; 12 13    printf("( sqrt (3) / (4) * ( d * d) \n\n "); 14 15    printf("risultato calcolo aree:\n"); 16 17    printf(" 6"); 18    scanf("%f", &amp;d); 19 20    at = ( sqrt ( 3 ) / ( 4 ) * ( d * d)); 21 22 }</pre> | Run | <pre>/tmp/0JCSgdBlhe.o ( sqrt (3) / (4) * ( d * d)  risultato calcolo aree: 6</pre> |

| main.c  | Run | Output                              |
|---|-----|-------------------------------------|
| <pre>2 #include &lt;stdio.h&gt; 3 #include &lt;stdlib.h&gt; 4 #include &lt;math.h&gt; 5 6 int main(void) 7 { 8 9     float d; 10    float ac, aq, at; 11    float r; 12 13    printf("1 + 1 \n\n "); 14 15    printf("6"); 16    scanf("%f", &amp;d); 17 18    aq = pow(d,2); 19 20 }</pre> | Run | <pre>/tmp/2p16BRXZzk 1 + 1  6</pre> |