



203hotline

binary name: 203hotline
language: everything working on "the dump"
compilation: when necessary, via Makefile, including re, clean and fclean rules



- The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.
- All the bonus files (including a potential specific Makefile) should be in a directory named *bonus*.
- Error messages have to be written on the error output, and the program should then exit with the 84 error code (0 if there is no error).

A 25-phone hotline owner reckons 3500 people could possibly call during each 8-hour day, and would like to know the probability of an overload (that is, the probability of no line being available), depending on the average duration of calls.

The random variable representing the number of people calling at a given time follows the binomial distribution, with calls being independent from each other. You're also thinking about estimating the binomial distribution with a Poisson distribution, so it can be used on a larger scale.

Your first task is to compute the binomial coefficient $\binom{n}{k}$ given k and n (emphasizing the computation speed and stack optimization).

Your second task is to compare the binomial and Poisson distributions, given the average duration of calls, by printing:

- the probabilities of getting n simultaneous calls (for n increasing from 0 to 50),
- the probability of an overload,
- the computation time.

USAGE

```
Terminal
~/B-MAT-400> ./203hotline -h
USAGE
  ./203hotline [n k | d]

DESCRIPTION
  n      n value for the computation of C(n, k)
  k      k value for the computation of C(n, k)
  d      average duration of calls (in seconds)
```



EXAMPLES



Your program output has to be strictly identical to the one below.

```
Terminal
~/B-MAT-400> ./203hotline 100 18
18-combinations of a set of size 100:
30664510802988208300
```

```
Terminal
~/B-MAT-400> ./203hotline 180
Binomial distribution:
0 -> 0.000    1 -> 0.000    2 -> 0.000    3 -> 0.000    4 -> 0.000
5 -> 0.000    6 -> 0.000    7 -> 0.000    8 -> 0.000    9 -> 0.001
10 -> 0.002   11 -> 0.004   12 -> 0.008   13 -> 0.013   14 -> 0.021
15 -> 0.030   16 -> 0.041   17 -> 0.053   18 -> 0.065   19 -> 0.075
20 -> 0.082   21 -> 0.085   22 -> 0.085   23 -> 0.081   24 -> 0.074
25 -> 0.064   26 -> 0.054   27 -> 0.044   28 -> 0.034   29 -> 0.026
30 -> 0.019   31 -> 0.013   32 -> 0.009   33 -> 0.006   34 -> 0.004
35 -> 0.002   36 -> 0.001   37 -> 0.001   38 -> 0.000   39 -> 0.000
40 -> 0.000   41 -> 0.000   42 -> 0.000   43 -> 0.000   44 -> 0.000
45 -> 0.000   46 -> 0.000   47 -> 0.000   48 -> 0.000   49 -> 0.000
50 -> 0.000
Overload: 21.4%
Computation time: 1.71 ms

Poisson distribution:
0 -> 0.000    1 -> 0.000    2 -> 0.000    3 -> 0.000    4 -> 0.000
5 -> 0.000    6 -> 0.000    7 -> 0.000    8 -> 0.000    9 -> 0.001
10 -> 0.002   11 -> 0.004   12 -> 0.008   13 -> 0.013   14 -> 0.021
15 -> 0.030   16 -> 0.042   17 -> 0.053   18 -> 0.065   19 -> 0.075
20 -> 0.082   21 -> 0.085   22 -> 0.085   23 -> 0.081   24 -> 0.073
25 -> 0.064   26 -> 0.054   27 -> 0.044   28 -> 0.034   29 -> 0.026
30 -> 0.019   31 -> 0.013   32 -> 0.009   33 -> 0.006   34 -> 0.004
35 -> 0.002   36 -> 0.001   37 -> 0.001   38 -> 0.001   39 -> 0.000
40 -> 0.000   41 -> 0.000   42 -> 0.000   43 -> 0.000   44 -> 0.000
45 -> 0.000   46 -> 0.000   47 -> 0.000   48 -> 0.000   49 -> 0.000
50 -> 0.000
Overload: 21.5%
Computation time: 0.34 ms
```