Lab 2: Paper Copy

EE107-01

Talen Phillips

Dustin Maclay

/\* Talen Phillips and Dustin Maclay

Lab2 Program 1

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Description: This program reads positive floating point numbers, and outputs them as floating point numbers with 4 digits of precision in a specified format. \*/

#include <stdio.h> /\* These are the include files. \*/

int main (void) /\* The function doesn't do any operations, so it's void. \*/

{

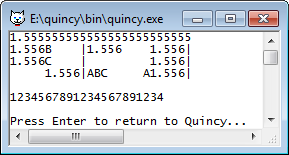
float my\_number; /\* This line describes format of the contents of the memory and specifies a label. \*/

scanf("%f",&my\_number); /\* This is our input. \*/

printf("%1.3fB |%1.3f %1.3f|\n%1.3fC | %1.3f|\n %1.3f|ABC A%1.3f|\n\n1234567891234567891234\n",my\_number,my\_number,my\_number,my\_number,my\_number,my\_number,my\_number); /\* This is our output. \*/

return 0;

}



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Lab2 Program 2

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Description: This program reads a character, and prints the hexidecimal value of the ASCII equivelant. \*/

#include <stdio.h> /\* These are the include files. \*/

int main (void) /\* The function doesn't do any operations, so it's void. \*/

{

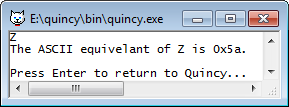
char my\_char; /\* This line describes format of the contents of the memory and specifies a label. \*/

scanf("%c",&my\_char); /\* This is our input. \*/

printf("The ASCII equivelant of %c is %#x.\n",my\_char,my\_char); /\* This is our output. \*/

return 0;

}



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Lab2 Program 3

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Description: This program displays the minimum and maximum values for CHAR, INT, and LONG\_INT variables. \*/

#include <stdio.h> /\* These are the include files. \*/

#include <limits.h>

int main (void) /\* The function doesn't do any operations, so it's void. \*/

{

/\* Char variables are ASCII characters represented by a single, signed, 8-bit byte. The numeric limits are (2^7) - 1 and -(2^7). \*/

printf ("The numeric limit of CHAR\_MIN is %d.\n",CHAR\_MIN); /\* This is the minimum value which can be stored in a char variable. \*/

printf ("The numeric limit of CHAR\_MAX is %d.\n",CHAR\_MAX); /\* This is the maximum value which can be stored in a char variable. \*/

/\* Int variables are integer numbers that represent a signed, 4-byte binary number (each byte is 8 bits long). The numeric limits are (2^31) - 1 and -(2^31). \*/

printf ("The numeric limit of INT\_MIN is %d.\n",INT\_MIN); /\* This is the minimum value which can be stored in an int variable. \*/

printf ("The numeric limit of INT\_MAX is %d.\n",INT\_MAX); /\* This is the maximum value which can be stored in an int variable. \*/

/\* Long Int variables are integer numbers that represent a signed, 4-byte binary number. On certain 64-bit platforms, they may be 8-bytes long. \*/

printf ("The numeric limit of LONG\_MIN is %d.\n",LONG\_MIN); /\* This is the minimum value which can be stored in a long variable. \*/

printf ("The numeric limit of LONG\_MAX is %d.\n",LONG\_MAX); /\* This is the maximum value which can be stored in a long variable. \*/

return 0;

}

