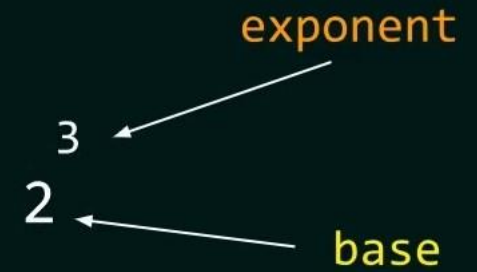


# IMPLEMENTATION

```
int base, exponent;
int power=1, expo;
printf("Enter the base: ");
scanf("%d", &base);
printf("Enter the exponent: ");
scanf("%d", &exponent);

expo = exponent;
if(exponent > 0)
{
    while(exponent!=0)
    {
        power = power*base;
        exponent--;
    }
    printf("%d to the power of %d is %d", base, expo, power);
}
```



# IMPLEMENTATION

```
int base, exponent;
int power=1, expo;
printf("Enter the base: ");
scanf("%d", &base);
printf("Enter the exponent: ");
scanf("%d", &exponent);
```

```
expo = exponent;
if(exponent > 0)
{
    while(exponent!=0)
    {
        power = power*base;
        exponent--;
    }
    printf("%d to the power of %d is %d", base, expo, power);
}
```



Iteration 1:

$\text{power} = 1 * 2 = 2$

$\text{exponent} = 3 - 1 = 2$

Iteration 2:

$\text{power} = 2 * 2 = 4$

$\text{exponent} = 2 - 1 = 1$

Iteration 3:

$\text{power} = 4 * 2 = 8$

$\text{exponent} = 1 - 1 = 0$

# IMPLEMENTATION

```
int base, exponent, expo;  
double power1=1.0;  
printf("Enter the base: ");  
scanf("%d", &base);  
printf("Enter the exponent: ");  
scanf("%d", &exponent);
```

```
expo = exponent;
```

```
if(exponent < 0)
```

```
{
```

```
    while(exponent!=0)
```

```
    {
```

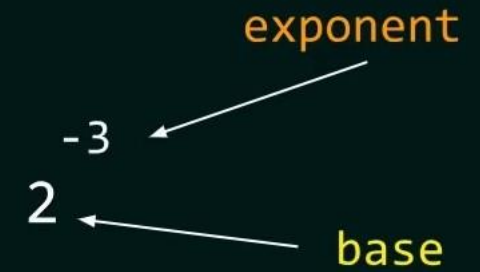
```
        power1 = power1*(1.0/base);
```

```
        exponent++;
```

```
    }
```

```
    printf("%d to the power of %d is %.10f", base, expo, power1);
```

```
}
```



Iteration 1:

$\text{power1} = 1 * (1.0 / 2) = 0.5$

$\text{exponent} = -3 + 1 = -2$

Iteration 2:

$\text{power1} = 0.5 * (1.0 / 2) = 0.25$

$\text{exponent} = -2 + 1 = -1$

Iteration 3:

$\text{power1} = 0.25 * (1.0 / 2) = 0.125$

$\text{exponent} = -1 + 1 = 0$