Lab 2.2.10.1 Operators: part 1

Objectives

Familiarize the student with:

- Fixing errors in a program
- Doing simple math with operators, variables and numbers
- Printing on screen

Scenario

Check the program below. Find all possible compilation errors and logic errors. Fix them, but you may not change any numeric values. Your version of the program must print the same result as the expected output. Before you use your compiler, try to find the errors only by manual code analysis.

```c
#include <stdio.h>

int main()
{
 float halfValue = 0.6 + 0.1;
 float piValue = 0.14159265 - 3 +;
 printf("The value of half is: %f\n", halfValue);
 printf("The value of Pi is: %f\n", piValue);
 return 0;
}
```

Example output

```
The value of half is: 0.500000
The value of Pi is: 3.141593
```