

Lab 2.2.10.3 Operators: part 3

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.

```
#include <stdio.h>

int main()
{
    float tenValue = 2 3 4;
    float twelveValue = 2 2.5 2 3.5 ;
    printf("The value of ten is: %f\n", tenValue);
    printf("The value of twelve is: %f\n", twelveValue);
    return 0;
}
```

Example output

The value of seven is: 7.000000
The value of eight and a half is: 8.500000