

## Lab 2.1.10.2 Variables: continued

### Objectives

Familiarize the student with:

- Fixing errors in a program
- Floating point numbers
- Printing on screen

### Scenario

Check the program below. Find all possible compilation errors and logic errors. Fix them. Your version of the program must print the same result as the expected output. After you have fixed the errors, remove all unnecessary characters from the code. Check which characters may be left without triggering an error. Before you use your compiler, try to find the errors only by manual code analysis.

```
#include <stdio.h>

int main()
{
    float tenValue = 10.000000;
    printf("The value of ten is: %f\n", 09.000);
    printf("The value of nine is: %f\n", tenValue0);
    return 0;
}
```

### Example output

```
The value of nine is: 9.000000
The value of ten is: 10.000000
```