

Lab 2.1.10.1 Floating point: part 1

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. Before you use your compiler, try to find the errors only by manual code analysis.

```
#include <stdio.h>

int main()
{
    printf("The value of seven is: %f\n", 7 0);
    printf("The value of eight and a half is: %float\n", 8.5);
    return 0;
}
```

Example output

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