CPS188 Lab02_Errors_Form

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Fill this form after running each of the faulty programs. Copy and paste it to your lab 02 report.

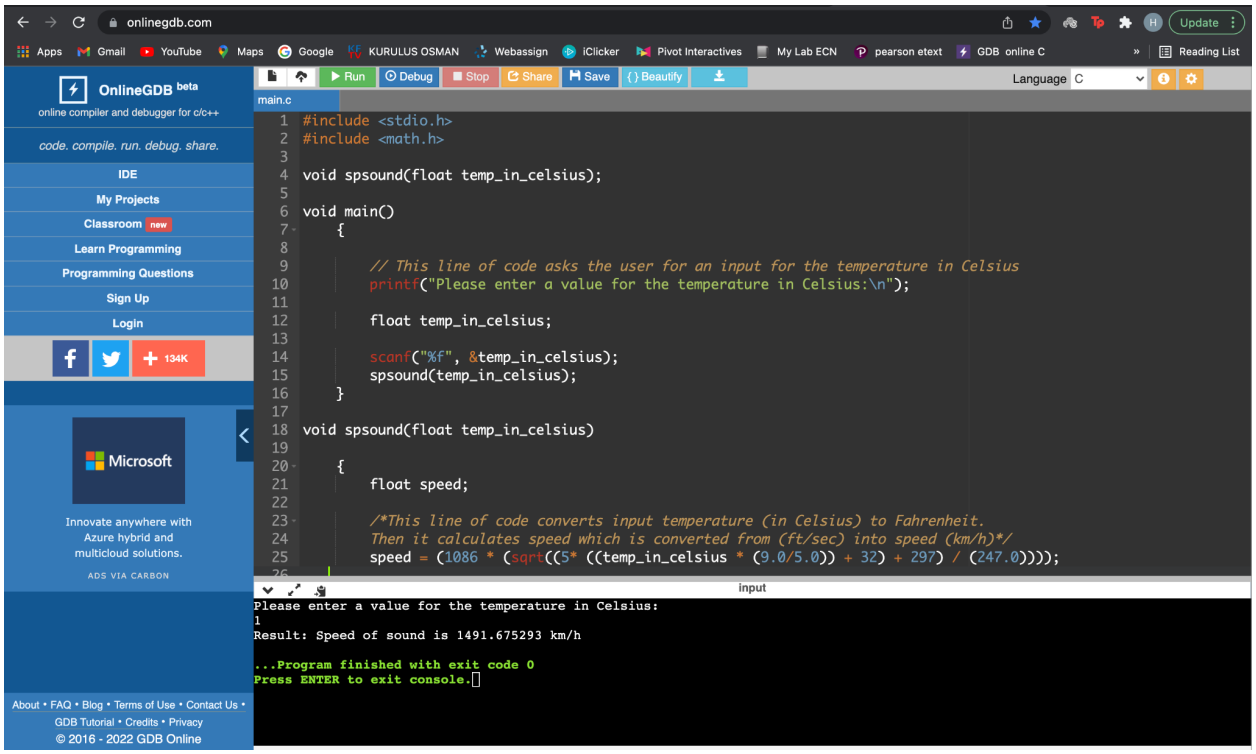
Problem 1:

Program	Error Message	Cause of Error	Correction Applied
program01.c	main.c:17:2: error: unknown type name 'DOUBLE' 17 | DOUBLE x, y, result;	Double is all in caps it and should be in lowercase for the program to function.	double x, y, result;
program02.c	23 | scanf ("%lf", y);	'y' needs to have an '&' sign before it.	scanf ("%lf", &y);
program03.c	main.c:10:9: error: incompatible types when returning type 'double (*)(double, double)' but 'double' was expected 10 | return(aver);	ave should not have an 'r'	return (ave);
program04.c	27 | printf ("The average is %lf.\n", aver);	It should be 'result' instead of 'aver' at the end of the line	printf ("The average is %lf.\n", result);
program05.c	main.c:25:17: error: incompatible type for argument 1 of 'aver' 25 | result = aver (&x,y);	'x' needs to get rid of the '&' sign before it.	result = aver (x,y);
program06.c	No error message but missing bracket in the line ave = n1 + n2 / 2.0;	Missing brackets around n1 + n2	ave = (n1 + n2) / 2.0;
program07.c	int aver (double n1, double n2)	Int needs to be replaced with double and a { is required above the double ave;	double aver (double n1, double n2) { double ave;

	double ave;
	
	ave = (n1 + n2) / 2.0;
	
	return (ave);
	}
			ave = (n1 + n2) / 2.0;
			
			return (ave);
			}

program08.c	main.c:10:10: error: 'result' undeclared (first use in this function) 10 | return (result);	It should be return (ave); and not return (result);	return (ave);
program09.c	main.c:25:21: error: expected ';' before 'printf' 25 | result = aver (x,y)	Missing a semicolon(;)	result = aver (x,y) ;
program10.c	27 | printf "The average is %lf.\n", result);	Missing a bracket after printf	printf ("The average is %lf.\n", result);
program11.c	aver (double x, double y)	It should be n1, n2 and not x,y	aver (double n1, double n2)
program12.c	20 | scanf ("%2.2lf", &x); 23 | scanf ("%2.2lf", &y);	There should not be 2.2 before the lf	scanf ("%lf", &x); scanf ("%lf", &y);
program13.c	main.c:25:11: error: too few arguments to function 'aver' 25 | result = aver (x);	Its missing ,y	result = aver (x,y);

Problem 2: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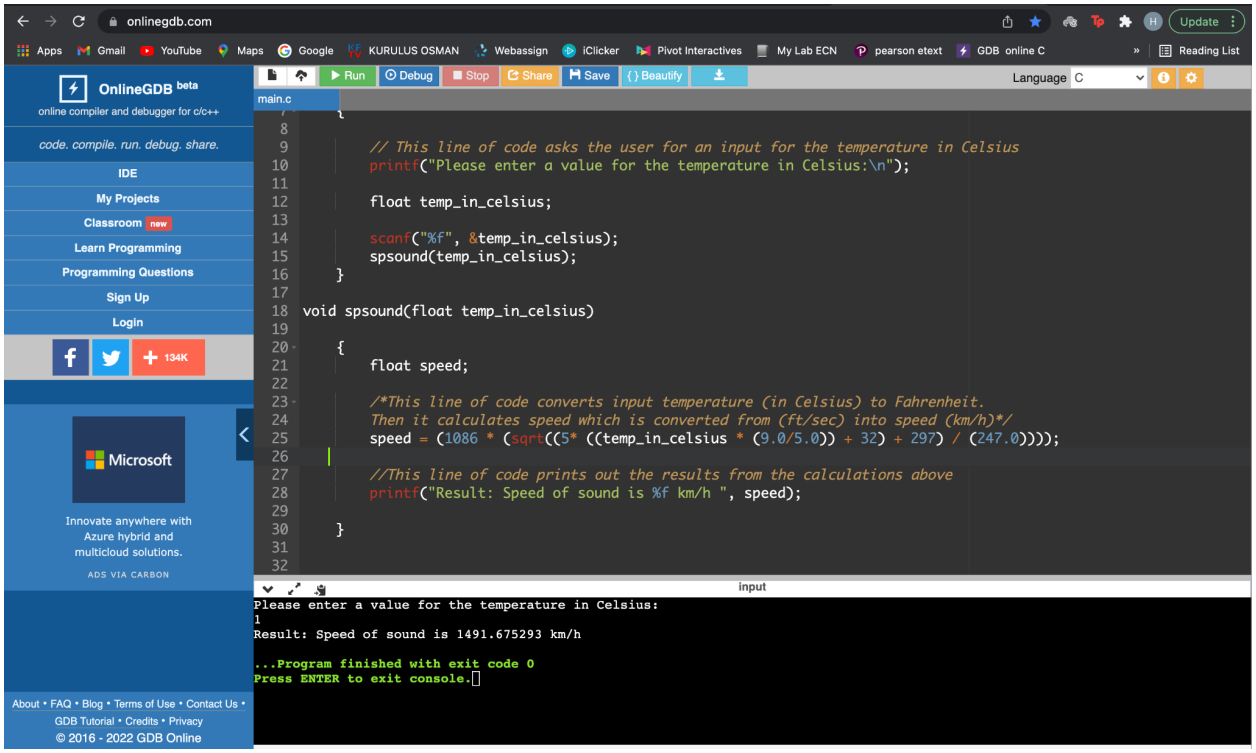
Language C
main.c
#include <stdio.h>
#include <math.h>
void spsound(float temp_in_celsius);
void main()
{
// This line of code asks the user for an input for the temperature in Celsius
printf("Please enter a value for the temperature in Celsius:\n");
float temp_in_celsius;
scanf("%f", &temp_in_celsius);
spsound(temp_in_celsius);
}
void spsound(float temp_in_celsius)
{
float speed;
/*This line of code converts input temperature (in Celsius) to Fahrenheit.
Then it calculates speed which is converted from (ft/sec) into speed (km/h)*/
speed = (1086 * (sqrt((5* ((temp_in_celsius * (9.0/5.0)) + 32) + 297) / (247.0))));
input
Please enter a value for the temperature in Celsius:
1
Result: Speed of sound is 1491.675293 km/h
...Program finished with exit code 0
Press ENTER to exit console.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Run Debug Stop Share Save {} Beautify
Language C
main.c
// This line of code asks the user for an input for the temperature in Celsius
printf("Please enter a value for the temperature in Celsius:\n");
float temp_in_celsius;
scanf("%f", &temp_in_celsius);
spsound(temp_in_celsius);
}
void spsound(float temp_in_celsius)
{
float speed;
/*This line of code converts input temperature (in Celsius) to Fahrenheit.
Then it calculates speed which is converted from (ft/sec) into speed (km/h)*/
speed = (1086 * (sqrt((5* ((temp_in_celsius * (9.0/5.0)) + 32) + 297) / (247.0))));
//This line of code prints out the results from the calculations above
printf("Result: Speed of sound is %f km/h ", speed);
}
input
Please enter a value for the temperature in Celsius:
1
Result: Speed of sound is 1491.675293 km/h
...Program finished with exit code 0
Press ENTER to exit console.

Pseudocode for problem 2:

1. Start.
2. Request for the user's input.
3. Declaration of the variables.
4. Collect users input
5. Declare a variable for speed.
6. Convert the input temperature (in Celsius) to Fahrenheit to use the formula.
7. Use the formula given in the question to determine the speed.
8. Convert from (ft/sec) to (km/h) for speed.
9. Print results.
10. Stop!!

Code for problem 2:

```
#include <stdio.h>
#include <math.h>

void spsound(float temp_in_celsius);

void main()
   {

      // This line of code asks the user for an input for the temperature in Celsius
      printf("Please enter a value for the temperature in Celsius:\n");

      float temp_in_celsius;

      scanf("%f", &temp_in_celsius);
      spsound(temp_in_celsius);
   }

void spsound(float temp_in_celsius)

   {
      float speed;

      /*This line of code converts input temperature (in Celsius) to Fahrenheit.
      Then it calculates speed which is converted from (ft/sec) into speed (km/h)*/
      speed = (1086 * (sqrt((5* ((temp_in_celsius * (9.0/5.0)) + 32) + 297) / (247.0))));

      //This line of code prints out the results from the calculations above
      printf("Result: Speed of sound is %f km/h ", speed);

   }
```

END OF LAB