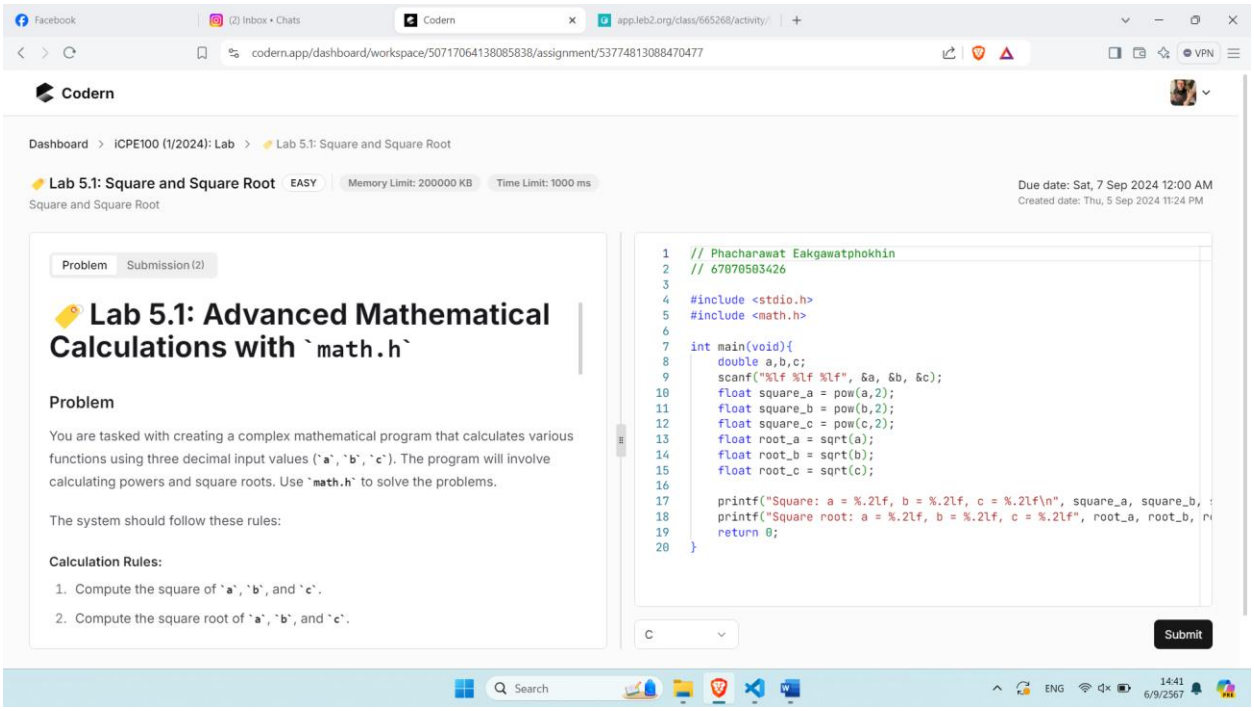
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Codern
Dashboard > iCPE100 (1/2024): Lab > Lab 5.1: Square and Square Root
Lab 5.1: Square and Square Root
EASY
Memory Limit: 200000 KB
Time Limit: 1000 ms
Square and Square Root
Due date: Sat, 7 Sep 2024 12:00 AM
Created date: Thu, 5 Sep 2024 11:24 PM
Problem
Submission (2)
Lab 5.1: Advanced Mathematical Calculations with `math.h`
Problem
You are tasked with creating a complex mathematical program that calculates various functions using three decimal input values (`a`, `b`, `c`). The program will involve calculating powers and square roots. Use `math.h` to solve the problems.
The system should follow these rules:
Calculation Rules:
1. Compute the square of `a`, `b`, and `c`.
2. Compute the square root of `a`, `b`, and `c`.
// Phacharawat Eakgawatphokhin
// 67070503426
#include <stdio.h>
#include <math.h>
int main(void){
double a,b,c;
scanf("%lf %lf %lf", &a, &b, &c);
float square_a = pow(a,2);
float square_b = pow(b,2);
float square_c = pow(c,2);
float root_a = sqrt(a);
float root_b = sqrt(b);
float root_c = sqrt(c);
printf("Square: a = %.2lf, b = %.2lf, c = %.2lf\n", square_a, square_b,
printf("Square root: a = %.2lf, b = %.2lf, c = %.2lf", root_a, root_b,
return 0;
}
C
Submit
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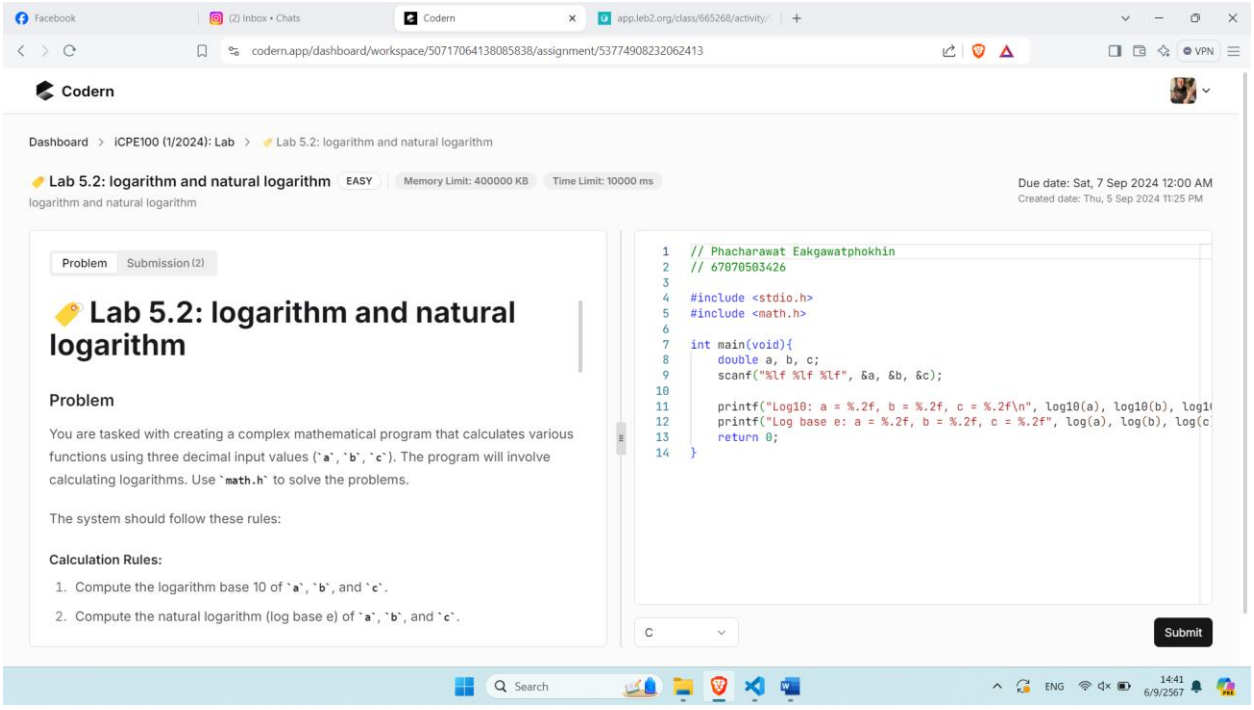
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Codern
Dashboard > iCPE100 (1/2024): Lab > Lab 5.2: logarithm and natural logarithm
Lab 5.2: logarithm and natural logarithm
EASY
Memory Limit: 400000 KB
Time Limit: 10000 ms
logarithm and natural logarithm
Due date: Sat, 7 Sep 2024 12:00 AM
Created date: Thu, 5 Sep 2024 11:25 PM
Problem
Submission (2)
Lab 5.2: logarithm and natural logarithm
Problem
You are tasked with creating a complex mathematical program that calculates various functions using three decimal input values (`a`, `b`, `c`). The program will involve calculating logarithms. Use `math.h` to solve the problems.
The system should follow these rules:
Calculation Rules:
1. Compute the logarithm base 10 of `a`, `b`, and `c`.
2. Compute the natural logarithm (log base e) of `a`, `b`, and `c`.
// Phacharawat Eakgawatphokhin
// 67070503426
#include <stdio.h>
#include <math.h>
int main(void){
double a, b, c;
scanf("%lf %lf %lf", &a, &b, &c);
printf("Log10: a = %.2f, b = %.2f, c = %.2f\n", log10(a), log10(b), log1
printf("Log base e: a = %.2f, b = %.2f, c = %.2f", log(a), log(b), log(c
return 0;
}
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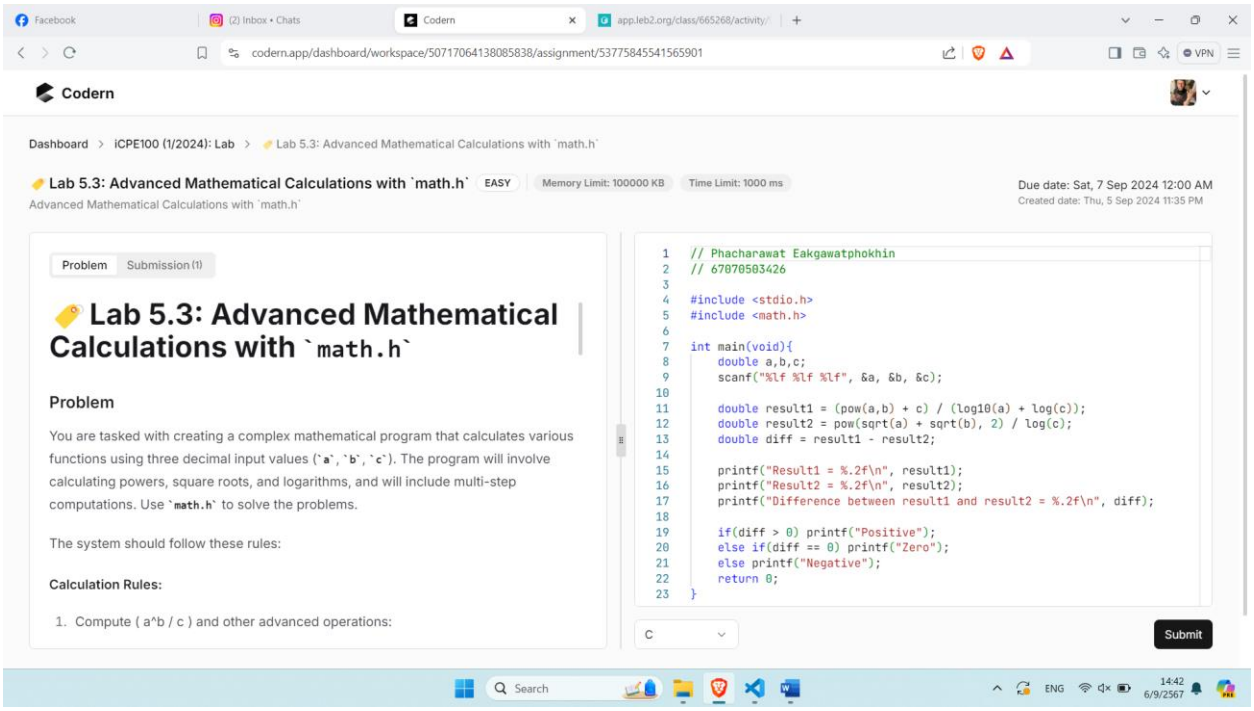
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VPN
Codern
Dashboard > iCPE100 (1/2024): Lab > Lab 5.3: Advanced Mathematical Calculations with `math.h`
Lab 5.3: Advanced Mathematical Calculations with `math.h` EASY Memory Limit: 100000 KB Time Limit: 1000 ms
Advanced Mathematical Calculations with `math.h`
Due date: Sat, 7 Sep 2024 12:00 AM
Created date: Thu, 5 Sep 2024 11:35 PM
Problem
Submission (1)
Lab 5.3: Advanced Mathematical Calculations with `math.h`
Problem
You are tasked with creating a complex mathematical program that calculates various functions using three decimal input values (`a`, `b`, `c`). The program will involve calculating powers, square roots, and logarithms, and will include multi-step computations. Use `math.h` to solve the problems.
The system should follow these rules:
Calculation Rules:
1. Compute (a^b / c) and other advanced operations:
// Phacharawat Eakgawatphokhin
// 67070503426
#include <stdio.h>
#include <math.h>
int main(void){
double a,b,c;
scanf("%lf %lf %lf", &a, &b, &c);
double result1 = (pow(a,b) + c) / (log10(a) + log(c));
double result2 = pow(sqrt(a) + sqrt(b), 2) / log(c);
double diff = result1 - result2;
printf("Result1 = %.2f\n", result1);
printf("Result2 = %.2f\n", result2);
printf("Difference between result1 and result2 = %.2f\n", diff);
if(diff > 0) printf("Positive");
else if(diff == 0) printf("Zero");
else printf("Negative");
return 0;
}
C
Submit
Search
ENG
14:42
6/9/2567