Dashboard > iCPE100 (1/2024): Lab > Assignment 3.1: Simple Vending Machine

Assignment 3.1: Simple Vending Machine EASY | Memory Limit: 200000 KB | Time Limit: 1000 ms

Simple Vending Machine

Due date: Sat, 31 Aug 2024 12:00 AM
Created date: Thu, 22 Aug 2024 11:03 PM

Problem | Submission (1)

Assignment 3.1: Simple Vending Machine

Problem

You are tasked with developing a simple program for a vending machine. The machine dispenses drinks based on user input and the amount of money inserted. The vending machine offers three drinks:

- 1: Water (7 Baht)
- 2: Soda (13 Baht)
- 3: Juice (20 Baht)

Your job is to implement the following functionality:

```c
// Phacharawat Eakgawatphokhin
// 67070503426

#include <stdio.h>
#include <string.h>

int main(void){
    int type;
    char product[100];
    float money, change;
    int isvalid = 1;

    scanf("%d %f", &type, &money);

    if(type == 1){
        change = money - 7.0;
        strcpy(product, "Water");
    }else if(type == 2){
        change = money - 13.0;
        strcpy(product, "Soda");
    }else if(type == 3){
        change = money - 20.0;
        strcpy(product, "Juice");
```

C

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Dashboard > iCPE100 (1/2024): Lab > Assignment 3.2: Complex Pricing System with Discounts and Tax

Assignment 3.2: Complex Pricing System with Discounts and Tax MEDIUM | Memory Limit: 200000 KB | Time Limit: 1000 ms

Complex Pricing System with Discounts and Tax

Due date: Sat, 31 Aug 2024 12:00 AM
Created date: Fri, 23 Aug 2024 12:19 AM

Problem | Submission (1)

Assignment 3.2: Complex Pricing System with Discounts and Tax

Problem

You are tasked with developing a pricing system that calculates the final price of a product after applying relevant discounts and taxes. The system needs to account for different types of products and promotions.

The system should follow these rules:

1. **Product Types**:
   - **Type 1**: Electronics
   - **Type 2**: Clothing
   - **Type 3**: General Goods

```c
// Phacharawat Eakgawatphokhin
// 67070503426

#include <stdio.h>
#include <string.h>

int main(void){
    float price;
    int ispromo;
    int type;

    scanf("%f %d %d", &price, &ispromo, &type);

    if(ispromo){
        if(type == 1 || type == 2){
            if(price >= 5000)   price = price * .75;
            else if(price >= 2000) price = price * .85;
            else price = price * .9;
        }else if(type == 3){
            if(price >= 5000)   price = price * .8;
            else if(price >= 2000) price = price * .9;
            else price = price * .95;
        }
```

C

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Dashboard > iCPE100 (1/2024): Lab > Assignment 3.3: Grade Calculation System

Assignment 3.3: Grade Calculation System EASY | Memory Limit: 200000 KB | Time Limit: 1000 ms

Grade Calculation System

Due date: Sat, 31 Aug 2024 12:00 AM
Created date: Fri, 23 Aug 2024 12:31 AM

Problem | Submission (1)

Assignment 3.3: Grade Calculation System

Problem

You are tasked with creating a program that calculates the final grade of a student based on their total score. The grading system follows a set of rules to assign letter grades based on the score, which is an integer between 0 and 100.

The system should follow these rules:

Grade Scale:

- **A**: 90 - 100
- **B+**: 85 - 89

```c
// Phacharawat Eakgawatphokhin
// 67070503426

#include <stdio.h>
#include <string.h>

int main(void){
    float score;
    scanf("%f", &score);

    if(score > 100.0 || score < 0.0){
        printf("Invalid score!");
        return 0;
    }else {
        if(score >= 90.0) printf("A");
        else if(score >= 85.0) printf("B+");
        else if(score >= 80.0) printf("B");
        else if(score >= 75.0) printf("C+");
        else if(score >= 70.0) printf("C");
        else if(score >= 65.0) printf("D+");
        else if(score >= 60.0) printf("D");
        else printf("F");
    }
```

C

Submit