

## Домашнє завдання №5

Скласти програму (C/C++), яка дозволяє знайти невідоме значення  $x$  методом повного перебору для заданих констант  $a, b, c, d, e, f, g$  та  $h$  та порівняти його з обчисленням.  $a, b, c, d, e, f, g$  та  $h$  – дійсні константи одинарної точності(`float`).

### Вибір варіанту

$$(N_{\text{ж}} + N_{\text{г}} + 1) \% 30 + 1$$

де:  $N_{\text{ж}}$  – порядковий номер студента в групі, а  $N_{\text{г}}$  – номер групи(1,2,3,4,5,6,7,8 або 9)

### Варіанти завдання

Варіант	Вираз
1	$x + (a + b) + (c + d) + (e + f) + (g + h) = 0$
2	$x + (a + b) - (c + d) + (e + f) - (g + h) = 0$
3	$x + (a + b) * (c + d) + (e + f) * (g + h) = 0$
4	$x + (a + b) / (c + d) + (e + f) / (g + h) = 0$
5	$x + (a + b) + (c + d) + (e + f) + (g + h) = 0$
6	$x + (a + b) - (c + d) + (e + f) - (g + h) = 0$
7	$x + (a + b) * (c + d) + (e + f) * (g + h) = 0$
8	$x + (a + b) / (c + d) + (e + f) / (g + h) = 0$
9	$x + (a + b) + (c + d) + (e - f) + (g - h) = 0$
10	$x + (a + b) - (c + d) + (e - f) - (g - h) = 0$
11	$x + (a + b) * (c + d) + (e - f) * (g - h) = 0$
12	$x + (a + b) / (c + d) + (e - f) / (g - h) = 0$
13	$x + (a + b) + (c + d) + (e - f) + (g - h) = 0$
14	$x + (a + b) - (c + d) + (e - f) - (g - h) = 0$
15	$x + (a + b) * (c + d) + (e - f) * (g - h) = 0$
16	$x + (a + b) / (c + d) + (e - f) / (g - h) = 0$
17	$x + (a - b) + (c - d) + (e + f) + (g + h) = 0$
18	$x + (a - b) - (c - d) + (e + f) - (g + h) = 0$
19	$x + (a - b) * (c - d) + (e + f) * (g + h) = 0$
20	$x + (a - b) / (c - d) + (e + f) / (g + h) = 0$
21	$x + (a - b) + (c - d) + (e + f) + (g + h) = 0$
22	$x + (a - b) - (c - d) + (e + f) - (g + h) = 0$
23	$x + (a - b) * (c - d) + (e + f) * (g + h) = 0$
24	$x + (a - b) / (c - d) + (e + f) / (g + h) = 0$
25	$x + (a - b) + (c - d) + (e - f) + (g - h) = 0$
26	$x + (a - b) - (c - d) + (e - f) - (g - h) = 0$
27	$x + (a - b) * (c - d) + (e - f) * (g - h) = 0$
28	$x + (a - b) / (c - d) + (e - f) / (g - h) = 0$
29	$x + (a - b) + (c - d) + (e - f) + (g - h) = 0$
30	$x + (a - b) - (c - d) + (e - f) - (g + h) = 0$

# Приклад коду

Лістинг

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#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <time.h>

#define A 0.33333333
#define B 0.
#define C -3.
#define REPEAT_COUNT 1000000
#define REPEATOR(count, code) \
for (unsigned int indexIteration = (count); indexIteration--;){ code; }
#define TWO_VALUES_SELECTOR(variable, firstValue, secondValue) \
(variable) = indexIteration % 2 ? (firstValue) : (secondValue);

float getCurrentTime(){
    clock_t time = clock();
    if (time != (clock_t)-1) {
        return ((float)time / (float)CLOCKS_PER_SEC);
    }
    return 0.; // else
}

void run_native(float * const dArr){
    float * const dAC = dArr;
    float * const dA = &dAC[0];
    float * const dC = &dAC[1];
    float * const dB = &dArr[2];
    float * const dResult = &dArr[4];
    float * const dX1 = &dResult[1];
    float * const dX2 = &dResult[0];

    REPEATOR(REPEAT_COUNT,
        TWO_VALUES_SELECTOR(*dA, 4., A);
        TWO_VALUES_SELECTOR(*dB, 3., B);
        TWO_VALUES_SELECTOR(*dC, 1., C);
        float vD = sqrt((*dB)*(*dB) - 4.*(*dA)*(*dC));
        (*dX1) = (-(*dB) + vD) / (2.*(*dA));
        (*dX2) = (-(*dB) - vD) / (2.*(*dA));
    )
}

void run_search(float * const dArr){
    float * const dAC = dArr;
    float * const dA = &dAC[0];
    float * const dC = &dAC[1];
    float * const dB = &dArr[2];
    float * const dResult = &dArr[4];
    float * const dX1 = &dResult[1];
    float * const dX2 = &dResult[0];

    *dX1 = 0.; // reset the result
    *dX2 = 0.; // reset the result
    //printf("x1 = %5.2f; x2 = %5.2f;\r\n", *dX1, *dX2);
    *dA = A;
    *dB = B;
    *dC = C;

    unsigned int * const uX1 = (unsigned int * const)dX1;
    for (*uX1 = 0; *uX1 < ~0; ++*uX1){
        if (*dA * *dX1 * *dX1 + *dB * *dX1 + *dC == 0){
            break;
        }
    }
}

```

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    }

    unsigned int * const uX2 = (unsigned int * const)dX2;
    for (*uX2 = *uX1 + 1; *uX2 < ~0; ++*uX2){
        if (*dA * *dX2 * *dX2 + *dB * *dX2 + *dC == 0){
            break;
        }
    }
}

void printResult(char * const title, float * const dArr, unsigned int runTime, unsigned
int runTimeBySeconds){
    float * const dAC = dArr;
    float * const dA = &dAC[0];
    float * const dC = &dAC[1];
    float * const dB = &dArr[2];
    float * const dResult = &dArr[4];
    float * const dX1 = &dResult[1];
    float * const dX2 = &dResult[0];

    printf("%s:\r\n", title);
    printf("%fx^2 + %fx + %f = 0;\r\n", *dA, *dB, *dC);
    printf("x1 = %5.2f; x2 = %5.2f;\r\n", *dX1, *dX2);
    if (runTime){
        printf("run time: %dns\r\n\r\n", runTime);
    }
    else if (runTimeBySeconds){
        printf("run time: %ds (~%d.000.000.000ns)\r\n\r\n", runTimeBySeconds,
runTimeBySeconds);
    }
}

int main() {
    float * const dArr = (float *)malloc(6 * sizeof(float));

    float * const dAC = dArr;
    float * const dA = &dAC[0];
    float * const dC = &dAC[1];
    float * const dB = &dArr[2];
    float * const dResult = &dArr[4];
    float * const dX1 = &dResult[1];
    float * const dX2 = &dResult[0];

    float startTime, endTime;

    // compute by the formula with compiler optimization
    startTime = getCurrentTime();
    run_native(dArr);
    endTime = getCurrentTime();
    printResult((char*)"compute by the formula with compiler optimization",
dArr,
(unsigned int)((endTime - startTime) * (1000000000 / REPEAT_COUNT)), 0);

    printf("please wait, the full search takes a few tens of seconds...");
    startTime = getCurrentTime();
    run_search(dArr);
    endTime = getCurrentTime();
    printf("\r\n");
    printResult((char*)"search",
dArr,
0, (unsigned int)(endTime - startTime));

    printf("Press any key to continue . . .");
    getchar();
    return 0;
}

```