

THE UNIVERSITY OF WESTERN ONTARIO

DEPARTMENT OF COMPUTER SCIENCE
LONDON CANADA

Software Tools and Systems Programming
(Computer Science 2211b)

ASSIGNMENT 2

Due date: Tuesday, February 7, 2017, 11:55 PM

Assignment overview

We would like students to experience command line input with C types of character, int, and float, to understand and use C types such as int and float, as well as the flow control structures studied in class, and to use simple functions and recursive functions.

This assignment consists of two parts.

In part one, you are required to write a C programs to perform some simple conversions.

In part two, you are to wrote a C program to calculate value of exponential numbers.

Part one: 70%

The goal of the exercise is to implement a simple converter, called "*converter*", which works as follows.

(1) First, the user is asked what she/he wants to do. Five **characters** can be entered, each corresponding to a possible action.

- **1** for conversion between Kilogram and Pound
- **2** for conversion between Litre and Gallon (liquid gallon or US gallon)
- **3** for conversion between Centimetre and Inch
- **4** for conversion between Celsius and Fahrenheit
- **5** for quit

(2) In case of 5, the program will terminate.

(3) In case of 1 to 4, the program will ask the direction of the conversion. In each case, two **characters** can be entered corresponding to each conversion direction.

In case of 1, the program will ask

- **K** for conversion from Kilogram to Pound
- **P** for conversion from Pound to Kilogram

In case of 2, the program will ask

- **L** for conversion from Litre to gallon
- **G** for conversion from gallon to Litre

In case of 3, the program will ask

- **C** for conversion from Centimetre to Inch
- **I** for conversion from Inch to Centimetre

In case of 4, the program will ask

- **C** for conversion from Celsius to Fahrenheit
- **F** for conversion from Fahrenheit to Celsius

- (4) Hint: after each read of a character, your program should handle the end of line character, if any.
- (5) Then the program asks for the input value, properly displays the result and returns to Step (1).
- (6) The input value could be either **an integer or a float number** and we assume the user will always enter valid numbers.
- (7) Your program should handle non-valid character input values for (1) and (2).
- (8) Your program should prompt user and display the result to user in a descriptive manner.
- (9) Your program should follow good programming styles, i.e. write clear code, choose good variable names, use appropriate functions, make proper comments, and etc.

Part two: 30%

The goal of this exercise is to implement an exponential number calculator, called "*exp_calculator*".

- (1) First, the user is asked for the base and the exponent. We assume that base is a positive float number and exponent is an integer number.
- (2) Then the exponential number is calculated using a recursive function in logarithmic time in terms of the absolute value of the exponent inputted. The result is then displayed.
Hint: when $n > 0$

$$a^n = \begin{cases} a^{n/2} * a^{n/2} & \text{if } n \text{ is even} \\ a^{n/2} * a^{n/2} * a & \text{if } n \text{ is odd} \end{cases}$$

- (3) You can assume that the user always enter float number for the base and integer number for the exponent. Your program should check if the input is positive for the base.

Testing your program

You should test your program by running it on Gaul. For part one, each case should be tested at least once. For part two, different bases and exponents should be tested. Capture the screen of your testing by using **script** command. There should be two resulting script files, one for each part.