

Homework 04

Due date: Oct 14, 2016

Question 1: Write C functions that perform the given tasks

1) A function isprime that takes a positive integer as an input and produces 1 if it is a prime number and 0 otherwise.

2) A function slen that takes a string as an input and return the length of the string (i.e. its letters count).

3) A recursive function reverse that reads a sequence of positive integer numbers and when reads a non-postive value prints the sequence in a reversed order.

```
Example: reverse(); /*input: 12 3 27 55 9 -1 output: 9 55 27 3 12 */
```

4) A function sumdig that reads a positive integer and returns the sum of its digits.

Example: printf("%d\n", sumdig(628105)); /* output is: 22 */

Question 1 : Answers

```
int isPrime(int x) {
  int i;
  for (i = 2; i \le x/2; i++)
   if (x % i == 0) return 0;
  return 1;
int slen(char* str) {
  int i=0;
  while (str[i++] != ' \setminus 0');
  return --i;
void reverse() {
  int x;
  scanf("%d", &x);
  if (x > 0) reverse();
  printf("%d ", x);
```

```
int sumdig(int x) {
    int result = 0;
    while(x > 0) {
        result += x%10;
        x /= 10;
    }
    return result;
}
```

Question 2: What is the output of each of the following programs?

```
#include <stdio.h>
void display();
int main() {
    display();
    display();
}

void display() {
    static int c = 0;
    printf("%d ",c);
    c += 5;
}
```

```
0 5 2
```

```
#include <stdio.h>
void funct1(void); void funct2(void);
int globvar = 10;
int main(){
  globvar = 20; printf("%d\n", globvar);
                                               20 1
  funct1(); printf("%d\n", globvar);
                                               A 40 1
  funct2(); printf("%d\n", globvar);
  return 0;
                                               20 1
                                               50 1.23402
                                               50 <sup>1</sup>
int globvar2 = 30;
void funct1(void) {
  char globvar; globvar = 'A'; globvar2 = 40;
  printf("%c %d\n", globvar, globvar2);
void funct2(void){
  double globvar2; globvar = 50; globvar2 = 1.234;
  printf("%d %.4f\n", globvar, globvar2);
```