

## EXERCISE CHAPTER 2

1. Circle the syntax errors in the following program.

a)	<pre>#include&lt;stdio.h&gt; main(void) {     float no Meters;     float price;     float discount, normalPrice, discountPrice;      printf("Enter number of meters : ");     scanf("%f", &amp;noMeters);     printf("Enter price (RM) per meter : ");     scanf("%f", &amp;price);     normalPrice = noMeters * price;     discount = 0.25 * normalPrice;     discountPrice = normalPrice - discounts;      printf("The normal price for %.2f meters of cotton cloth is RM %.2f\n" noMeters, normalPrice);     printf("The price after discount is RM %.2f/n", discountPrice);     return 0     {</pre>
b)	<pre>#include&lt;studio.h&gt; #define ADULT_PRICE = 10.00 int main() {     const CHILD_PRICE = 5.00;     int noAdult;     int noChild:     float totalPrice;     printf("Enter number of adult :");     scanf("%d", &amp;noAdult);     print("Enter number of children :);     scanf("%d", &amp;noChild);     totalPrice = noAdult * ADULT_PRICE + NoChild * CHILD_PRICE;     printf("Total price is RM %.2d/n", totalPrice);     return 0;     {</pre>

c)	<pre> #include&lt;stdio.h&gt; int main () {     float height;     float weight; bmi;     printf("Enter height (meters) : ");     scanf("%f", &amp;height);     printf("Enter weight (kilograms) : ");     scanf("%f", weight);     bmi = weight \ (height * height);     printf("Your height is %.2f meters and weight is %.2f kg\n" height);     printf("Your body mass index is %.2f\n", &amp;bmi);     return 0; } </pre>
d)	<pre> #include&lt;stdio.h&gt; int Main() {     int quantity;     float unitPrice; sellPrice;     float cost, sales, profit;     printf("Enter items quantity " : );     scanf("%f\n", &amp;quantity);     printf("Enter unit price (RM):");     scanf("%f" &amp;unitPrice);     print("Enter selling price (RM):");     scanf("%f", &amp;sellPrice);     cost = quantity * unitPrice;     sales = quantity * sellPrices;     profit = sales - cost;     printf("The profit for %d items is RM %.2f\n", quantity profit);     return 0; } </pre>

2. Trace the output from the following program:

a)	<pre>int num = 4, count = 6; count += 2; count++; num = count; printf("The value of num is %d and the value of count is %d\n", num, ++count);</pre>
b)	<pre>int num = 2, count = 4; ++count; num = count; count -= 2; printf("The value of num is %d and the value of count is %d\n", num, count++);</pre>
c)	<pre>int num = 1, count = 3; ++count; num = count; count *= 2; count++; printf("The value of num is %d and the value of count is %d\n", num, count--);</pre>
d)	<pre>int num = 3, count = 5; ++count; num = count; count /= 2; ++num; printf("The value of num is %d and the value of count is %d\n", num, ++count);</pre>
e)	<pre>int p=10, q=2, r=4; printf("p is %d ", ++p); printf("\nq is %d", q); printf("\nr is %d", r++); r=r++-p; printf("\nThe final value of r is %d", r);</pre>
f)	<pre>int x = 4, y = -5; float p = 10.0; p += y / 2; printf("Value of p is : %.2f\n", p); y += x++ * 4 / x; printf("Value of y : %d\n", ++y );</pre>

g)	<pre> int a=1, b=2, c=3; float d=2.5; printf("%d %d %d %f", a,b,c,d); a++; b+=5; d += b/a + --c; printf("%-3d%d%d%5.1f", a,b,c,d); </pre>
h)	<pre> int x = 3, y = 5, z = 6; x = y++ * 2 - --z + ++x; printf("x = %d y = %d z = %d\n", x, y, z); z += y++ * 3 - x; printf("x = %d y = %d z = %d\n", ++x, y--, z++); </pre>
i)	<pre> int x = 5, y = -7, result; x++; y--; result = x + ++y + x%3 + 10; printf("%d\n", --x + result); result = x + y; y += 2; printf ("%d + %d = %d\t Thank you!", x, y, result); </pre>
j)	<pre> int p = 5, q = 10; p = q--; printf("Value p and q respectively is : %d and %d\n", ++p, q++); </pre>
k)	<pre> int n = 3, m = 4, a = 2, c = 5, z; z = m + ( m * n - ++a ) % c ; printf("Value of z is : %d", z); </pre>