

# Programming Fundamentals

## BS IT F22 Morning

### Lab 06

**Note: Input must be validated for all questions. You also need to write driver code(main) for Q2-Q5.**

**Prompt the user to enter height. Input validation should be performed on the height. Height must not be negative.**

**Q1.** You have made a calculator multiple times now. We'll do it one more time (easy, right?).

This time, however, you need to do it by using functions. **(25 marks)**

- Display a menu as a shown (Remember it is sentinel controlled loop). You should display the menu options using a separate function `displayMenu` which takes no argument and returns nothing. The function prototype (or the function declaration) is as follows:

**`void displayMenu();`**

- **Input validation** must be performed on the choice. (You should keep on taking input until the user enters a choice which is range of 1-7).
- Use a boolean function `isInRange` to implement the check.

**`bool isInRange(int choice);`**

- Write functions for each operation. Prototypes are as follows:

**`double addition(double num1, double num2);`**

**`double subtraction(double num1, double num2);`**

**`double multiplication(double num1, double num2);`**

**`double division(double num1, double num2);`**

**`double square(double num);`**

**`double squareRoot(double num);`**

**`double ceilNum(double num);`**

**`double floorNum(double num);`**

- Show **division by zero** error where applicable. Similarly, if the user has selected squareRoot and enters a negative number, you should display the message **“The square root is a complex number”**.

**Note:** Use can use pow(), sqrt(), ceil() and floor() functions from math.h library by writing **#include<math.h>**. Ceil function rounds **up** to the nearest integer. For example, ceil(3.1) would give 4. Floor function rounds **down** to the nearest integer. For example, floor(3.9) would give 3.

```
Select an operation to perform the calculation in C Calculator:
1 Addition          2 Subtraction
3 Multiplication    4 Division
5 Square            6 Square Root
7 Ceil              8 Floor
9 Exit

Please, Make a choice 6
You chose: Square Root
Enter Number: 8
Square Root of number is: 2.828427

*****
Select an operation to perform the calculation in C Calculator:
1 Addition          2 Subtraction
3 Multiplication    4 Division
5 Square            6 Square Root
7 Ceil              8 Floor
9 Exit

Please, Make a choice 9
You chose: Exit
PS C:\Users\user\Downloads> |
```

**Q2.** Write a function to print right-angled triangle pattern. **(5)**

The function prototype is as follows:

**void printRightAngleTriangle(int height);**

where **height** represent the number of rows you want to print, for example, if **height=5** the following pattern will be displayed:

```
*  
  
**  
  
***  
  
****  
  
*****
```

**Q3.** Write a function to display a triangle as shown below. **(10)**

The function prototype is as follows:

**void printTriangle(int height);**

where **height** represent the number of rows you want to print, for example, if **height=5** the following pattern will be displayed:

```
  *  
 * * *  
* * * * *  
* * * * * * *  
* * * * * * * * *
```

**Q4.** Write a function to display an upside-down triangle as shown below. **(10)**

The function prototype is as follows:

**void printUpsideSideDownTriangle(int height);**

where **height** represent the number of rows you want to print, for example, if **height=6** the following pattern will be displayed:

```

*****
 ****
  ***
   **
    *

```

**Q5.** Now use both of your functions and write another function to print a diamond pattern as shown below. **(10)**

You may find it useful to modify your **printUpsideSideDownTriangle** function and include a **continue;** statement for the first row of the upside-down triangle.

The function prototype is as follows:

**void printDiamondPattern(int height);**

where **height** represents the distance between first row and center row, for example, if **height=5** the following pattern will be displayed:

```

  *
 * * *
* * * * *
 * * * * * *
  * * * * * * *
    * * * * * *
      * * * * *
        * * *
          *

```