Don't Be So Negative!

Let's start by creating a `lab02` directory and moving into it like so:

```
$ mkdir lab02
$ cd lab02
```

Now create and open a new file called `negative.c` for this exercise.

```
$ gedit negative.c &
```

Write a program that uses `scanf` to get a number from a user and prints "Don't be so negative!" if they entered a negative number. If the number is positive, the program should print "You have entered a positive number." If the user enters the number 0, the program should print "You have entered zero." Your program should behave as follows:

```
$ dcc -o negative negative.c
$ ./negative
3
You have entered a positive number.
$ ./negative
-3
Don't be so negative!
$ ./negative
0
You have entered zero.
```

To run some simple automated tests:

```
$ 1511 autotest negative
```

To run Styl-o-matic:

```
$ 1511 stylomatic negative.c
Looks good!
```

You'll get advice if you need to make changes to your code.

Submit your work with the *give* command, like so:

```
$ give cs1511 wk02_negative
```

Or, if you are working from home, upload the relevant file(s) to the `wk02_negative` activity on [Give Online](#).