

Summer Term COM1002 Computer Programming I

Lab 1 Q1

Name your files as studentNo.c (12345678.c). Do not make any additions or deficiencies in the outputs (outputs produced by the programs) other than those requested from you. Do not make any changes in outputs such as extra spaces, going to the bottom line. Your codes will be passed through the copy program and the legal process will be initiated against the student who have similarity rates higher than the determined rate. For this reason, the assignments you upload should be unique to you.

You can compile your codes as follows:

```
gcc studentNumber.c
./a.out
```

Make sure your program is running in Ubuntu environment. Do not forget that there may be programs that run on a different operating system but generate errors or warnings in Ubuntu. Objections to the evaluations made due to such errors will not be accepted.

Please carefully review the sample input and output files provided for the correct output format. To check the accuracy of your program, you need to perform the following operations.

1) gcc studentNumber.c

```
./a.out> myOutput1.txt
```

This command saves the output of your program to myOutput1.txt file.

2) diff myOutput1.txt output1.txt

Using this command, compare your own output with the required output. If there is no warning on the screen after entering this command, your program is working correctly for these values. If you see a warning in the command system after entering the command, this indicates a problem with your output, you need to correct your code.

Test your program for different inputs that you will create yourself. The input files given to you and the input files used during the evaluation will differ.

Q3. An interesting number is defined as;

- equals to the product of two different prime numbers
- equals to the square of a prime number

So write a C program which decides whether a number is an interesting number or not.

Sample input/output:

11

11 not interesting number

9

9 interesting number

3x3

21

21 interesting number

3x7

4

4 interesting number

2x2

35

35 interesting number

5x7

8

8 not interesting number

Note: Be careful you have 2 different output message for each cases which are

- not interesting number
- interesting number
number x number

Note: When writing "Product of two number" the small number must be written first, followed by the larger one. $3 \times 7 = \text{True}$ $7 \times 3 = \text{False}$