Exercises:

1. Get the ``Hello, world!'' program to work on your computer. If you're using a Unix machine, the instructions in the notes should get you started. If you're using a commercial compiler on a home computer, the compiler's instruction manuals should (really, must) tell you how to enter, compile, and run a program. (In either case, the ``Compiling C Programs'' handout should help, too.)

2. What do these loops print?

```
for(i = 0; i < 10; i = i + 2) {
    printf("%d\n", i); }
for(i = 100; i >= 0; i = i - 7) {
    printf("%d\n", i); }
for(i = 1; i <= 10; i = i + 1) {
    printf("%d\n", i); }
for(i = 2; i < 100; i = i * 2) {
    printf("%d\n", i); }
```

0
2
4
6
8
100
93
86
79
72
65
58
51
44
37
30
23

16

9

2

1

2

3

4

5

6

7

8

9

10

2

4

8

16

32

64

3. Write a program to print the numbers from 1 to 10 and their squares:

1 1 2 4 3 9 ... 10 100

4. Write a program to print this triangle:

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Don't use ten printf statements; use two nested loops instead. You'll have to use braces around the body of the outer loop if it contains multiple statements:

for(i = 1; i <= 10; i = i + 1) {

/* multiple statements */ /* can go in here */ }

(Hint: a string you hand to printf does not have to contain the newline character \n.)