

Duration : 1h30

date: 21-01-2024

Note:

- 1- Answers can be provided in either Algorithmics or C language; both are acceptable.
- 2- The algorithms or C programs written must include the variable declaration section.

Exercise 1: (5 pts)

Write an algorithm/C program that displays the biggest and the smallest divisors of a given number.
(Example: biggest and smallest divisor of **10** are respectively **5** and **2**, the number itself and the number 1 are not included).

Solution

```
#include <stdio.h>

int main() {                                (0.5pt)
    int number, smallest, biggest;

    // Input the number
    printf("Enter a number: ");              (1pt)
    scanf("%d", &number);

    smallest = number;
    biggest = 1;

    // Find the divisors
    for (int i = 2; i <= number / 2; i++) {    (1pt)
        if (number % i == 0) {                (0.5)
            smallest = i;                     (0.5)
            biggest = number / i;              (0.5)
            break;
        }
    }
    if (smallest != 1)
    { printf("The smallest divisor of %d is: %d\n", (0.5)
      number, smallest);
      printf("The biggest divisor of %d is: %d\n", (0.5)
        number, biggest);
    }
    else printf("No divisors other than the number
1 and the number itself ");
    return 0;
}
```

Exercise 2: (5 pts)

- Write an algorithm/C program that:
 - 1- Asks the user if he wants to calculate the area of a circle or a rectangle.
 - 2- Allows the user to input data, including the width and length for a rectangle, and the radius for a circle.
 - 3- Displays the result.
- Provide a solution using a flowchart.

Solution

```
#include <stdio.h>
```

```
int main() {
```

```
    int choice;
```

```
    printf("Choose the shape to calculate the area:\n");
```

```
    printf("1. Circle\n");
```

```
    printf("2. Rectangle\n");
```

```
    printf("Enter your choice (1 or 2): ");
```

```
    scanf("%d", &choice);
```

```
    if (choice == 1) {
```

```
        float radius, area;
```

```
        const PI=3.14;
```

```
        printf("Enter the radius of the circle: ");
```

```
        scanf("%f", &radius);
```

```
        area = PI * radius * radius;
```

```
        printf("The area of the circle with radius %.2f is: %.2f\n", radius, area);
```

```
    } else if (choice == 2) {
```

```
        double width, length, area;
```

```
        printf("Enter the width of the rectangle: ");
```

```
        scanf("%f", &width);
```

```
        printf("Enter the length of the rectangle: ");
```

```
        scanf("%f", &length);
```

```
        area = width * length;
```

```
        printf("The area of the rectangle with width %.2f and length %.2f is: %.2f\n", width, length, area);
```

```
    } else {
```

(0.5pt)

(1pt)

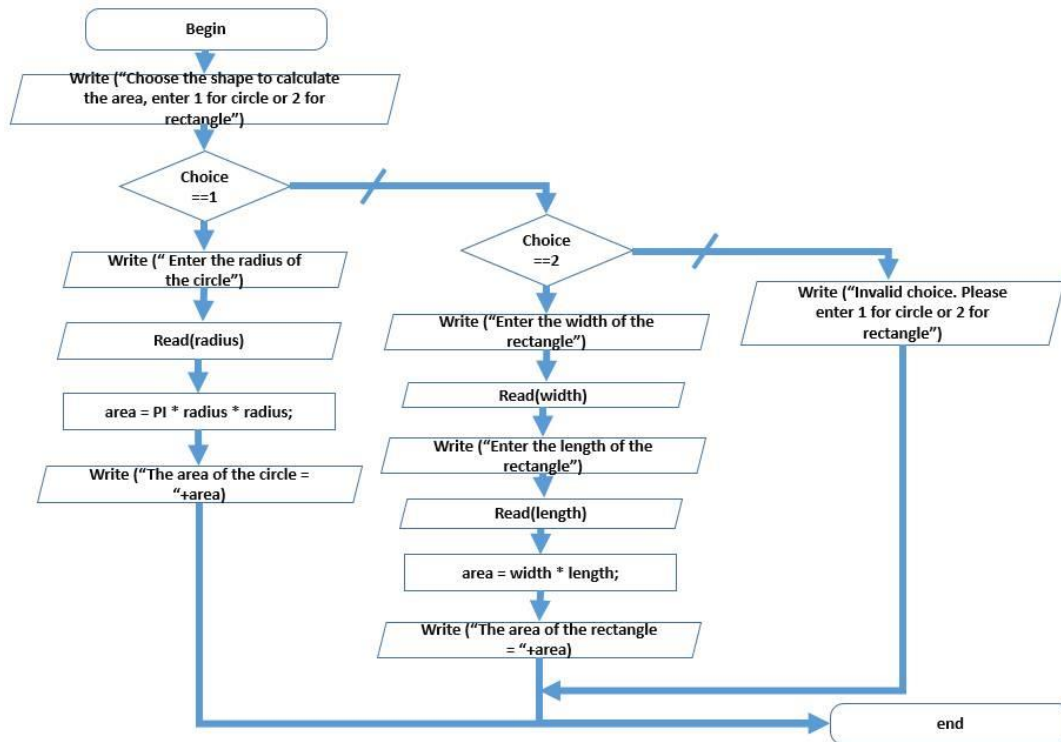
(1pt)

First Mid-Term Exam in Algorithmics and Data Structures

```
printf("Invalid choice. Please enter 1 for circle or 2 for  
rectangle.\n");  
}  
return 0;  
}
```

(0.5pt)

(2pts)



First Mid-Term Exam in Algorithmics and Data Structures

Exercise 3: (5 pts)

Write an algorithm/C program that calculates the number of '0' (zeros) in the lower part of a square matrix regarding its first diagonal.

Solution

```
#include <stdio.h>
```

```
int main() {  
    int n=5;  
    int matrix[n][n];  
    int zeroCount = 0;  
  
    for (int i = 1; i < n; i++) {  
        for (int j = 0; j < i; j++) {  
            if (matrix[i][j] == 0) {  
                zeroCount++;  
            }  
        }  
    }  
    printf("Number of '0' in the lower part regarding the first diagonal: %d\n", zeroCount);  
  
    return 0;  
}
```

Exercise 4: (5 pts)

Write an algorithm/C program that:

- 1- Search for a given letter in one dimension array.
- 2- Move all its occurrences to the left and shift the others to the right.

```
#include <stdio.h>
```

```
int main() {
```

```
    int n, i, j;
```

```
    char target;
```

```
    char arr[n];
```

Partie declaration bien faite : 0.5

```
    printf("Enter the target letter to search for: "); 0.5
```

```
    scanf(" %c", &target);
```

```
    for (i = 0; i < n; i++) {
```

```
        if (arr[i] == target) {
```

```
            // Shift elements to the right 1pt
```

```
            for (j = i; j > 0; j--) {
```

```
                arr[j] = arr[j - 1];
```

```
            } 2 pts
```

```
            arr[0] = target; 0.5
```

```
        }
```

```
    }
```

```
    return 0;
```

```
}
```

L'agencement 0.5

Remarque : L'enchainement est important, c'est-à-dire une instruction mal placée n'est pas comptabilisée.