PROGRAMMATION PROCEDURALE - Année 2019/2020

CLASSE CYCLE D'INGENIEUR ING1G04

INTRODUCTION AU C :

TP10

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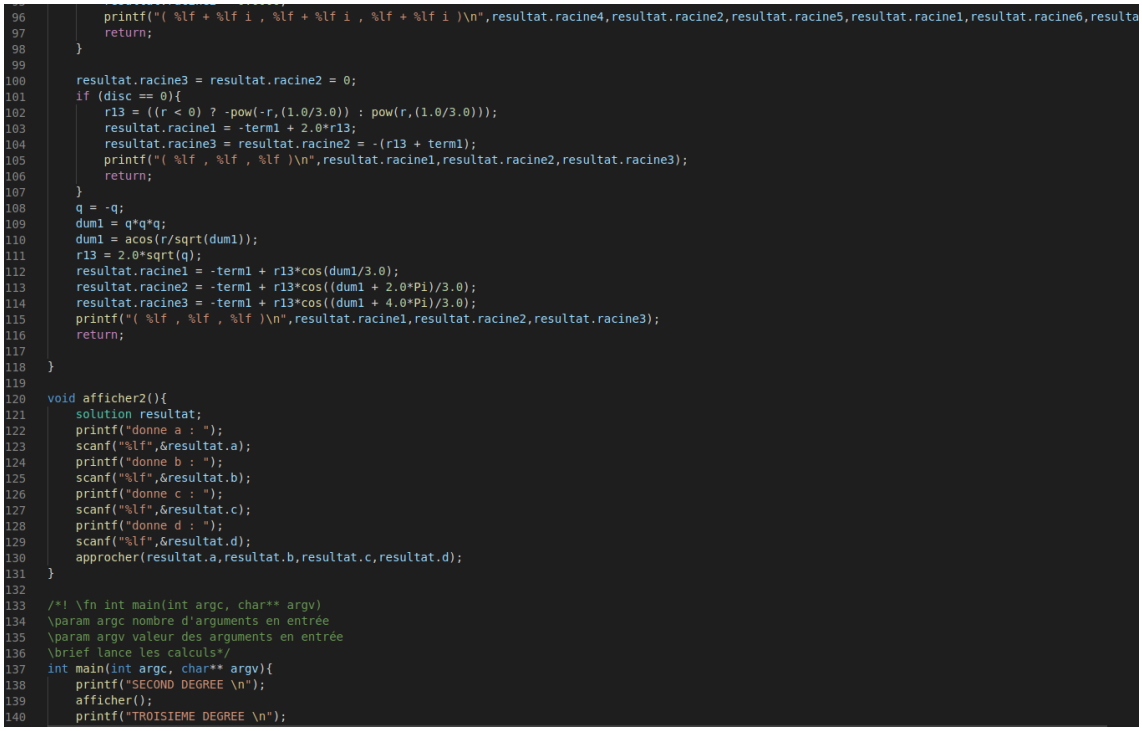
```c
#include "tp.h"
/*!\author Lilian Naretto <narettolil@eisti.eu>
\date 5 decembre 2019
\file tp.c
\brief tp
\version 0.1 premier jet*/

typedef struct nombreComplexe
{
    double reel;
    double imaginaire;
}complexe;

typedef struct solutionEqu2D
{
    double a;
    double b;
    double c;
    double d;
    double racine1;
    double racine2;
    double racine3;
    double racine4;
    double racine5;
    double racine6;
    double discriminant;
}solution;

void resolution(double a,double b,double c){
    solution resultat;
    complexe nb;
    resultat.discriminant = b * b - 4 * a * c;

    if (resultat.discriminant > 0) {
        resultat.racine1 = (-b + sqrt(resultat.discriminant)) / (2 * a);
        resultat.racine2 = (-b - sqrt(resultat.discriminant)) / (2 * a);
        printf("racine1 = %lf et racine22 = %lf \n", resultat.racine1, resultat.racine2);
    }

    else if (resultat.discriminant == 0) {
        resultat.racine1 = resultat.racine2 = -b / (2 * a);
        printf("racine1 = racine2 = %lf \n", resultat.racine1);
    }
        else {
        nb.reel = -b / (2 * a);
        nb.imaginaire = sqrt(-resultat.discriminant) / (2 * a);
        printf("racine1 = %lf+%lf et racine2 = %lf-%lf \n", nb.reel, nb.imaginaire, nb.reel, nb.imaginaire);
    }
}
```

```
49  }
50
51  void afficher(){
52      solution resultat;
53      printf("donne a : ");
54      scanf("%lf",&resultat.a);
55      printf("donne b : ");
56      scanf("%lf",&resultat.b);
57      printf("donne c : ");
58      scanf("%lf",&resultat.c);
59      resolution(resultat.a,resultat.b,resultat.c);
60  }
61
62  void approcher(double a, double b,double c, double d){
63      solution resultat;
64      if (a == 0)
65      {
66          printf("Erreur \n");
67          return;
68      }
69      if (d == 0)
70      {
71          printf("Erreur \n");
72          return;
73      }
74      b /= a;
75      c /= a;
76      d /= a;
77      double disc, q, r, dum1, s, t, term1, r13;
78      q = (3.0*c - (b*b))/9.0;
79      r = -(27.0*d) + b*(9.0*c - 2.0*(b*b));
80      r /= 54.0;
81      disc = q*q*q + r*r;
82      term1 = (b/3.0);
83      resultat.racine1=0;
84      if (disc > 0) {
85          s = r + sqrt(disc);
86          s = ((s < 0) ? -pow(-s, (1.0/3.0)) : pow(s, (1.0/3.0)));
87          t = r - sqrt(disc);
88          t = ((t < 0) ? -pow(-t, (1.0/3.0)) : pow(t, (1.0/3.0)));
89          resultat.racine4 = -term1 + s + t;
90          term1 += (s + t)/2.0;
91          resultat.racine5 = resultat.racine6 = -term1;
92          term1 = sqrt(3.0)*(-t + s)/2;
93          resultat.racine1 = term1;
94          resultat.racine3 = -term1;
95          resultat.racine2 = 0.0000;
```



```
96          printf("( %lf + %lf i , %lf + %lf i , %lf + %lf i )\n",resultat.racine4,resultat.racine2,resultat.racine5,resultat.racine1,resultat.racine6,resulta
97          return;
98      }
99
100     resultat.racine3 = resultat.racine2 = 0;
101     if (disc == 0){
102         r13 = ((r < 0) ? -pow(-r,(1.0/3.0)) : pow(r,(1.0/3.0)));
103         resultat.racine1 = -term1 + 2.0*r13;
104         resultat.racine3 = resultat.racine2 = -(r13 + term1);
105         printf("( %lf , %lf , %lf )\n",resultat.racine1,resultat.racine2,resultat.racine3);
106         return;
107     }
108     q = -q;
109     dum1 = q*q*q;
110     dum1 = acos(r/sqrt(dum1));
111     r13 = 2.0*sqrt(q);
112     resultat.racine1 = -term1 + r13*cos(dum1/3.0);
113     resultat.racine2 = -term1 + r13*cos((dum1 + 2.0*Pi)/3.0);
114     resultat.racine3 = -term1 + r13*cos((dum1 + 4.0*Pi)/3.0);
115     printf("( %lf , %lf , %lf )\n",resultat.racine1,resultat.racine2,resultat.racine3);
116     return;
117
118 }
119
120 void afficher2(){
121     solution resultat;
122     printf("donne a : ");
123     scanf("%lf",&resultat.a);
124     printf("donne b : ");
125     scanf("%lf",&resultat.b);
126     printf("donne c : ");
127     scanf("%lf",&resultat.c);
128     printf("donne d : ");
129     scanf("%lf",&resultat.d);
130     approcher(resultat.a,resultat.b,resultat.c,resultat.d);
131 }
132
133 /*! \fn int main(int argc, char** argv)
134 \param argc nombre d'arguments en entrée
135 \param argv valeur des arguments en entrée
136 \brief lance les calculs*/
137 int main(int argc, char** argv){
138     printf("SECOND DEGREE \n");
139     afficher();
140     printf("TROISIEME DEGREE \n");
```