**Practice 2: ASCII & Decision Making**

* Objective: Understand about ASCII code and know how to use Decision Making (if, if else, else)
* Deadline: 01 September 2021, 11:59pm
* File submit:
  + *A pdf report (consists of cover, table of content, exercise and solution with screenshot). File name:* yourname\_report\_practice3
  + *A zip file contains course codes (Each file name is:* Practice3\_problem##)

Answer The question:

1. What is ASCII? Why uses ASCII?
2. What is ASCII code of?
   1. The lower-case letters a-z
   2. The upper-case letters A-Z
   3. The number 0-9

Write c program to solve the problem:

1. Ask user to input a text. Check the first letter of text (upper case or lower case). Then display the following message:

Input: Nice

Output: The first letter is an upper case.

1. Ask user to input 3 number. Find the maximum and the minimum number. Then display the message:

Input n1: 10

n2: 5

n3: 0

Output The maximum number is 10.

The minimum number is 0.

1. Ask user to input the scores of 5 subject (Math, Physic, Chemistry, English, French) each subject has total score of 100. Find the average score and grade it (A [100,90]; B (90,80]; C (80,70]; D (70,60]; F (60,0]). Then display the message.

Input: Math = 92, Physic = 89, Chemistry = 96, English = 90, French = 85

Output: Your grade is A.

1. Write a C program to solve the quadratic equation ax^2+bx+c=0. Ask a user to inputs the coefficient a, b and c. The program calculate delta and find roots of the equation. Display the result (roots of the equation) on screen. If delta < 0 display “The equation has no root!”.

Input a: 1

Input b: 2

Input c: 1

Output: The equation has roots: x1= x2=-1

Remark: Make sure you verify the result from program whether it is correct if we do it manually by hand.