

VG101 — Introduction to Computer and Programming

Lab 5

Manuel — UM-JI (Fall 2016)

Goals of the lab

- Use of loops and conditional statements
- Use of pointers
- Use of structures

Ex. 1 — *Conditional statements, loops, pointers, ASCII code*

Write a C program where the user inputs a string and is then offered a menu to replace or delete a character of his choice. The program should then display the initial string with the requested changes applied. When deleting a character use the functions `memmove` or `memcpy`.

Sample output

```
Input a string:  good morning
* Choose 1 to replace a character or 2 to delete a character:  1
  Replace character:  g
    with:  d
New string:  dood mornind
```

Ex. 2 — *Loops and arrays*

Adapt the code of lab 4 exercise 2, such that the marks are stored in an array.

Ex. 3 — *Structures*

Write several structures to define the following geometric shapes: triangle, rectangle, square, and circle.