REC-CIS

GE23131-Programming Using C-2024

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Finish review

Status	Finished
Started	Monday, 23 December 2024, 5:33 PM
Completed	Tuesday, 29 October 2024, 9:40 AM
Duration	55 days 7 hours

Question **1**

Correct

Marked out of 3.00

⚑ Flag question

Write a program that determines the name of a shape from its number of sides. Read the nu
appropriate name as part of a meaningful message. Your program should support shapes wit
sides. If a number of sides outside of this range is entered then your program should display

Sample Input 1

3

Sample Output 1

Triangle

Sample Input 2

7

Sample Output 2

Heptagon

Sample Input 3

11

Sample Output 3

The number of sides is not supported.

Answer: (penalty regime: 0 %)

```c
1  #include<stdio.h>
2
3  int main()
4  {
5      int n;
6      scanf("%d", &n);
7
8      if( n == 3 )
9      {
10         printf("Triangle");
11     }
12
13     else if( n == 4 )
14     {
15         printf("Square");
16     }
17
18     else if( n == 5 )
19     {
```

```
22
23      else if( n == 6 )
24      {
25          printf("Hexagon");
26      }
27
28      else if( n == 7 )
29      {
30          printf("Heptagon");
31      }
32
33      else if( n == 8 )
34      {
35          printf("Octagon");
36      }
37
38      else if( n == 9 )
39      {
40          printf("Nonagon");
41      }
42
43      else if( n == 10 )
44      {
45          printf("Decagon");
46      }
47
48      else
49      {
50          printf("The number of sides is not supported.");
51      }
52
```

	Input	Expected	Got
	3	Triangle	Triangle
	7	Heptagon	Heptagon
	11	The number of sides is not supported.	The number of sides is not supp

Passed all tests!

Question **2**

Correct

Marked out of 5.00

⚑ Flag question

The Chinese zodiac assigns animals to years in a 12-year cycle. One 12-year cycle is shown in with 2012 being another year of the Dragon, and 1999 being another year of the Hare.

Year	Animal
2000	Dragon
2001	Snake
2002	Horse
2003	Sheep
2004	Monkey
2005	Rooster
2006	Dog
2007	Pig
2008	Rat
2009	Ox
2010	Tiger
2011	Hare

Write a program that reads a year from the user and displays the animal associated with that any year greater than or equal to zero, not just the ones listed in the table.

2004

Sample Output 1

Monkey

Sample Input 2

2010

Sample Output 2

Tiger

Answer: (penalty regime: 0 %)

```
1  /*
2  -------
3  Rat
4  Ox
5  Tiger
6  Hare
7  Dragon
8  Snake
9  Horse
10 Sheep
11 Monkey
12 Rooster
13 Dog
14 Pig
15 ------
16 */
17
18
19 #include<stdio.h>
20
21 int main()
22 {
23     int y,z;
24     scanf("%d", &y);
25     z = ( y-4 ) % 12;
26
27     if ( z == 0 )
28     {printf("Rat");}
29
30     else if ( z == 1 )
31     {printf("Ox");}
32
33     else if ( z == 2 )
34     {printf("Tiger");}
35
36     else if ( z == 3 )
37     {printf("Hare");}
38
39     else if ( z == 4 )
40     {printf("Dragon");}
41
42     else if ( z == 5 )
43     {printf("Snake");}
44
45     else if ( z == 6 )
46     {printf("Horse");}
47
48     else if ( z == 7 )
49     {printf("Sheep");}
50
51     else if  ( z == 8 )
52     {printf("Monkey");}
```

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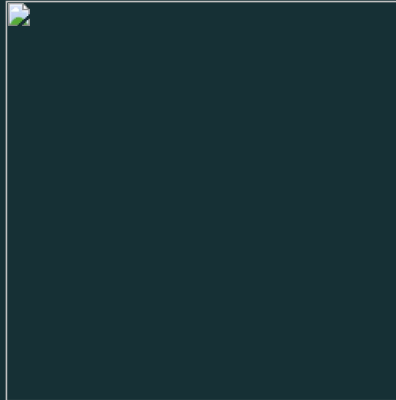|				
	2004	Monkey	Monkey	
	2010	Tiger	Tiger	

Passed all tests!

Question **3**

Correct

Marked out of 7.00

⚑ Flag question

Positions on a chess board are identified by a letter and a number. The letter identifies the co
shown below:

Write a program that reads a position from the user. Use an if statement to determine if the colu
Then use modular arithmetic to report the color of the square in that row. For example, if the use
the square is black. If the user enters d5 then your program should report that the square is whit
will always be entered. It does not need to perform any error checking.

Sample Input 1

a 1

Sample Output 1

The square is black.

Sample Input 2

d 5

Sample Output 2

The square is white.

Answer: (penalty regime: 0 %)

```c
#include<stdio.h>

int main()
{
    char l;
    int n,p;
    scanf("%c %d", &l,&p);
    n = l + 1;

    if ( n % 2 == 0 && p % 2 == 1 )
    {
        printf("The square is black.");
    }

     else if( n % 2 == 0 && p % 2 == 0 )
    {
```

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```
20        {
21            printf("The square is white.");
22        }
23         else
24        {
25            printf("The square is black.");
26        }
27
28        return 0;
29
30
31  }
```

	Input	Expected	Got	
	a 1	The square is black.	The square is black.	
	d 5	The square is white.	The square is white.	

Passed all tests!