```
1 #include <iostream>
2 #include <cmath>
  #include "Assignment2-Header.h"
4
5
  using namespace std;
6
7
8
Assignment 2.1 - Gaussian Sum: sum of the first n integers
10
12
13 // Of course there's the Gauss formula to compute the sum of the first
14 // n intergers but the point of this assignment is showing loops.
15
16
17
  int Gaussian(unsigned n) {
18
     unsigned tot = 0;
     while (n > 0) {
19
        tot += n;
20
21
        n--;
22
     }
23
     return tot;
24 }
25
26
27
28
29
30
32 // Assignment 2.2 - Another Sum: sum of even number between 0 and n
34
35
  int Another(unsigned n) {
36
37
     unsigned tot = 0;
38
     while (n > 0) {
        if (n % 2 == 0)
39
40
           tot += n;
41
        n--;
42
     }
43
     return tot;
44 }
45
46
47
48
49
50
51
52
53
54
55
56
57
58
```

```
59
61 //
                 Assignment 2.3 - Prime Factorization
63
64 // Looping
65
66
   void decomp(int n) {
67
       int i = 0;
68
       while (n != 1) {
69
          for (i = 2; i <= n; i++) {</pre>
              if (n % i == 0) {
70
71
                 n /= i;
 72
                 if (n != 1) {
                    cout << i << " * ";
73
74
                    break;
75
                 }
                 else {
76
77
                    cout << i << endl;
78
                    return;
79
                 }
80
81
              }
          }
82
       }
83
84 }
85
86
87
88
89
90
91
92
93
94 // Recursive
95
96
   void decompRec(int x, int d) {
97
       if (x != d) {
98
          if (x % d == 0) {
             cout << d << " * ";
99
100
              decompRec(x / d, d);
101
          }
          else {
102
             d++;
103
              decompRec(x, d);
104
          }
105
106
       }
107
       else
          cout << d;
108
109 }
110
111
112
113
114
115
116
```

```
117
119 // Assignment 2.4 - Approximating pi
121
122
123 double pi(int n) {
124
    double p = 0.0;
125
    int i = 0;
126
    while (i <= n) {
127
       p += pow(-1, i) / (2 * i + 1);
128
       i++;
129
    }
130
    return p;
131 }
```