Introduction to the C Compiler

LAB 2

SECTION G

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Problem

The purpose of this lab was to introduce compiling, wail seeing if we create come code ourselves. The program must let the user interact with the program and let it use the entered variables to calculate the area and volume of a box/square. The objective of this lab is to learn about the compiler and use it correctly.

Analysis

The lab says that we need to write the coded and compile it before running. Writing the code is very strait forward but having to fix the problems we made is the reason why we did the compiling it on our own.

Design

Our lab, states we needed to write the code for the area first (x*y). Once the code was written in notepad ++, we needed to compile and run the program and see if we did anything wrong, then proceed to fix the said errors. After the program could successfully find the area we needed to add another variable to the equation to make is compatible for the area equation (x*y*z). After the third variable was added we needed to save and run the program again, then again correct our errors that were made.

Testing

The main problem that I came across in testing my program, was trying to find the errors that I made after the compiler would not correctly compile the program. Fortunately they were not big problems, and they could be solved relatively fast. In lab 2-2 compiling the program again provided more of a struggle to figure out what exactly went wrong with my code. Once again I made a lot of small, silly errors that kept adding up.

Comments

None

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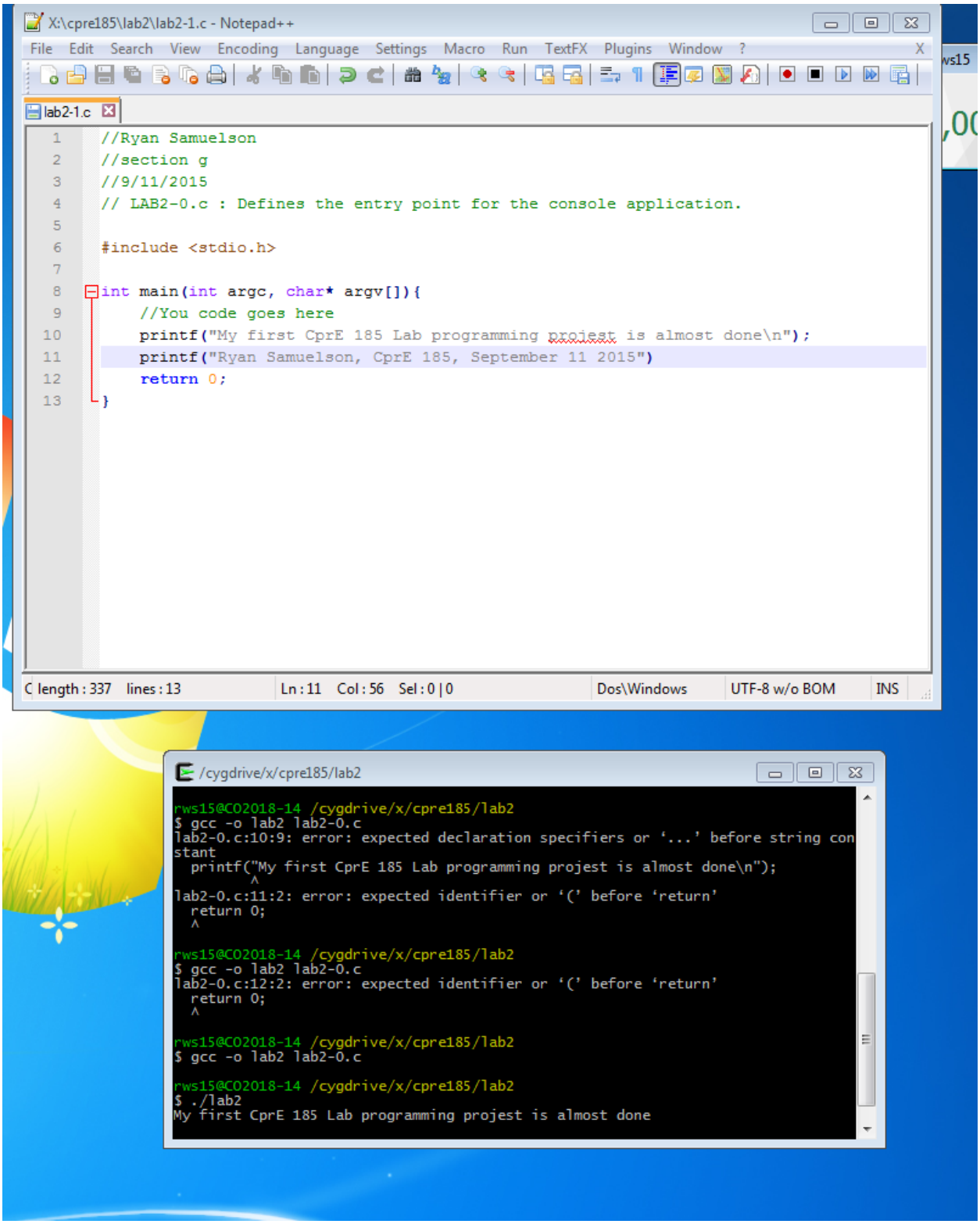
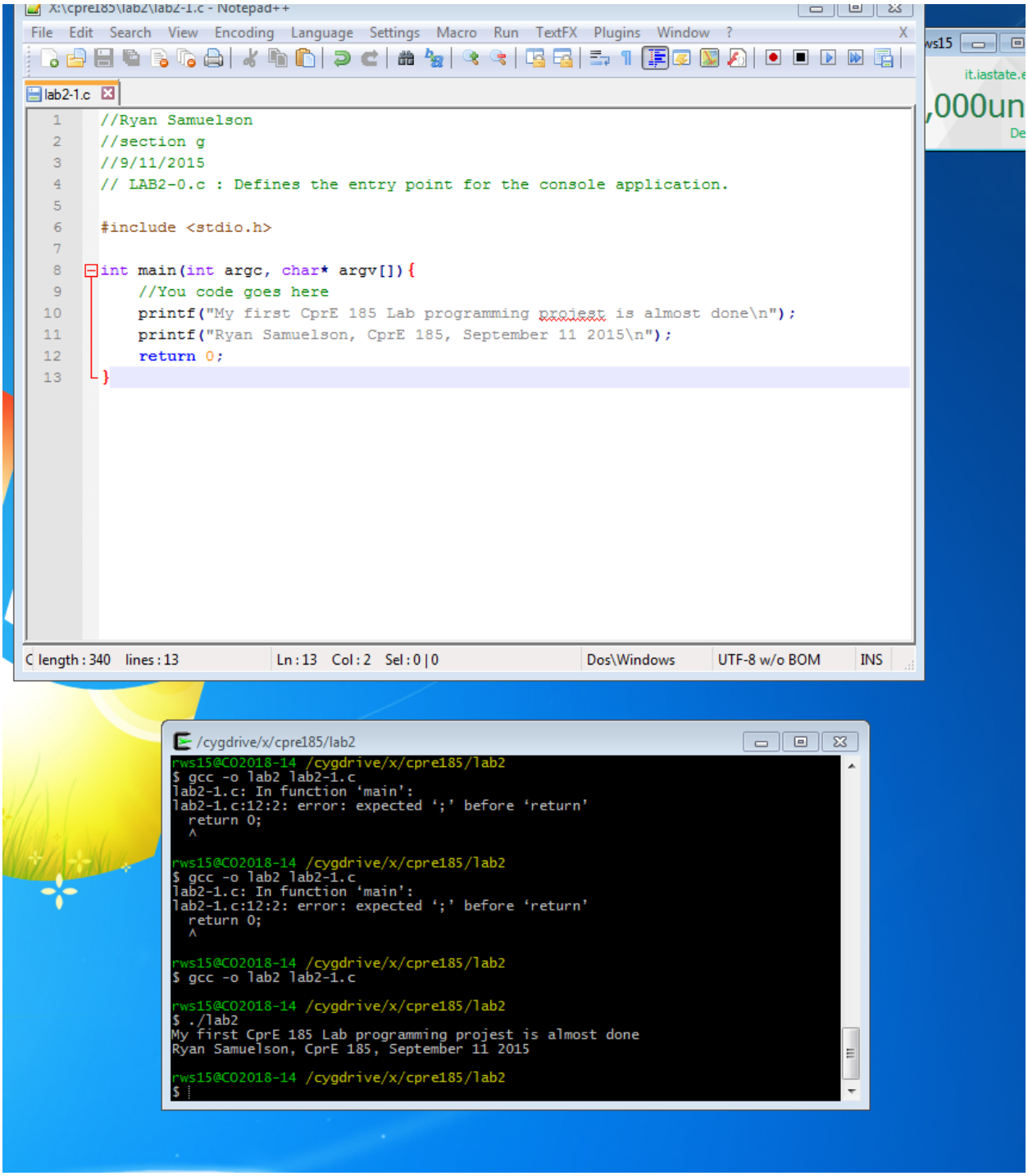
// LAB2-0.c : Defines the entry point for the console application.


#include <stdio.h>

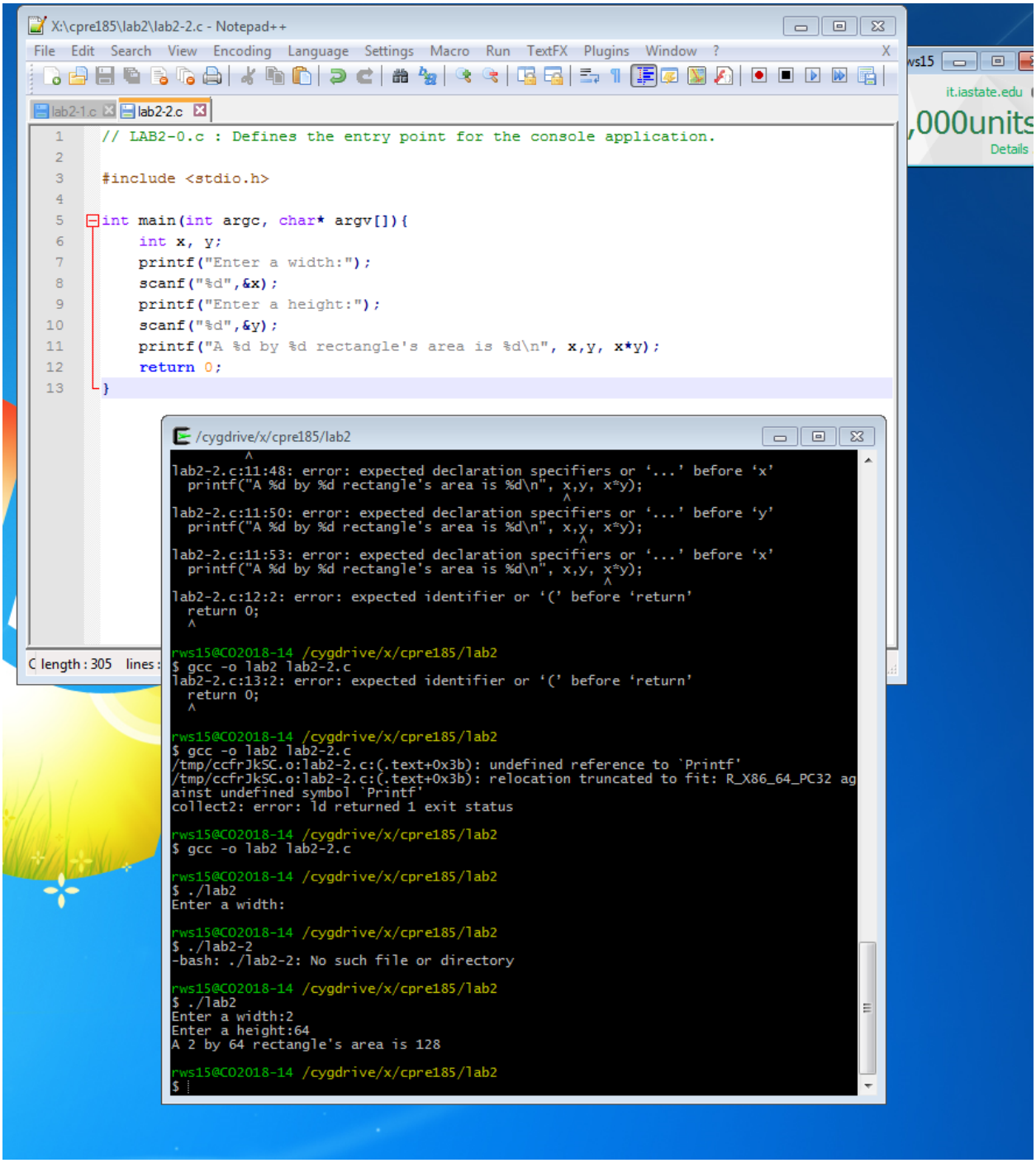

int main(int argc, char* argv[]){
	int x, y, z;
	printf("Enter a width:");
	scanf("%d",&x);
	printf("Enter a height:");
	scanf("%d",&y);
	printf("Enter a length:");
	scanf("%d",&z);
	printf("A %d by %d by %d rectangle's volume is %d\n", x,y,z, x*y*z);
	return 0;
}
```



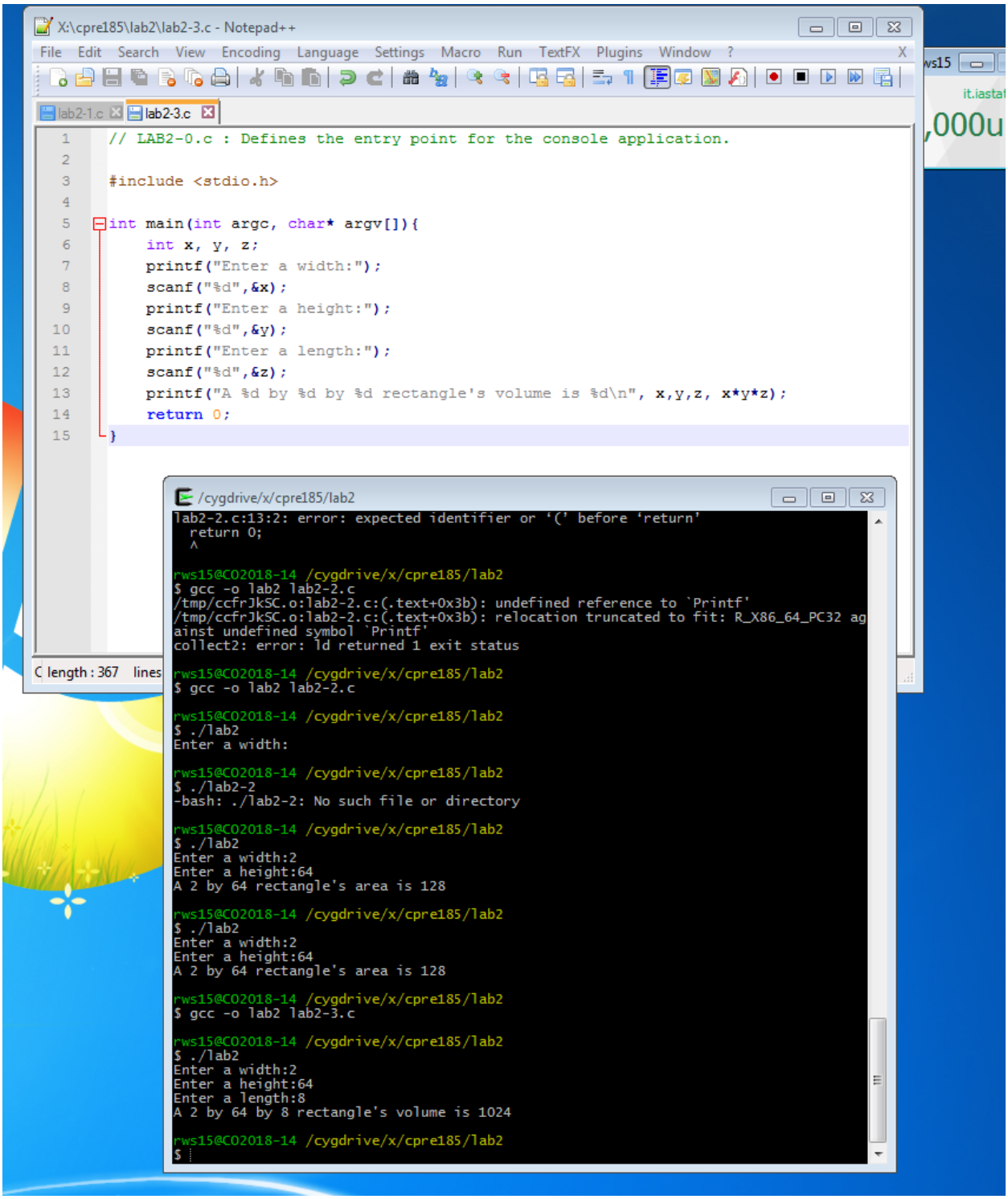
This is problems with compiling 1.



This is problems with compiling 2.



This is lab 2-2, debugging and running.



This is lab 2-3 debugging and running.