

[Template for Applied Session submission]

FIT3143 2024 - Applied Session Week 2

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Task 3

```
{#include <stdio.h>
int main() {
  int i = 1;
  while (i <= 5) {
     printf("While loop count: %d\n", i);
     i++; // Increment i
  for (int j = 1; j \le 5; j++) {
     printf("For loop count: %d\n", j);
  return 0;
{Screenshots (if any)}
Task 5
{#include <stdio.h>
int main() {
  int number;
  printf("Enter a number: ");
  scanf("%d", &number);
  if (number < 0) {
     printf("The number is negative.\n");
  } else if (number == 0) {
     printf("The number is zero.\n");
  } else {
     printf("The number is positive.\n");
  switch (number) {
     case 1:
        printf("You entered one.\n");
        break;
     case 2:
        printf("You entered two.\n");
        break;
```



```
case 3:
        printf("You entered three.\n");
        break;
     default:
        printf("You entered a number other than 1, 2, or 3.\n");
  return 0;
{Screenshots (if any)}
Task 7
{#include <stdio.h>
#include <ctype.h> // For isspace() function
int main() {
  int c, nw = 0;
  int in_word = 0;
  while ((c = getchar()) != EOF) {
     if (isspace(c)) {
        if (in_word) {
          nw++;
          in_word = 0;
     } else {
       in_word = 1;
  if (in_word) {
     nw++;
  printf("Number of words = %d\n", nw);
  return 0;
}
}
{Screenshots (if any)}
Task 11
{#include <stdio.h>
```



```
void multiply(int *a, int *b, int *result) {
  *result = (*a) * (*b);
}
int findMax(int *array, int size) {
  int max = array[0];
  for (int i = 1; i < size; i++) {
     if (array[i] > max) {
        max = array[i];
     }
  return max;
int main() {
  int x = 4, y = 5, result;
  multiply(&x, &y, &result);
  printf("Multiplication of %d and %d is: %d\n", x, y, result);
  int numbers[] = \{1, 2, 3, 4, 5\};
  int size = sizeof(numbers)/sizeof(numbers[0]);
  int max = findMax(numbers, size);
  printf("The maximum value in the array is: %d\n", max);
  return 0;
}
}
{Screenshots (if any)}
Task 13
*BValue returns 101 because BValue contains the address of AValue. Dereferencing
BValue (*BValue) accesses the value stored at the address that BValue points to, which is
AValue's value (101). }
{Screenshots (if any)}
{References - Optional}
```