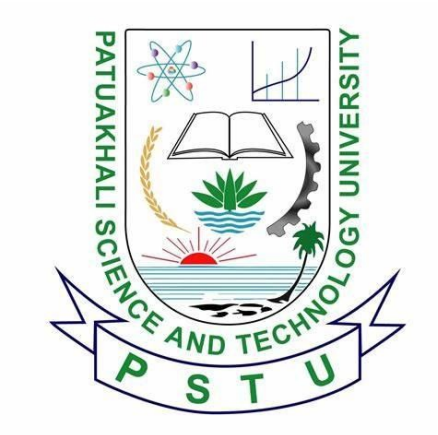


PATUAKHALI SCIENCE AND TECHNOLOGY UNIVERSITY

COURSE CODE CIT-112

SUBMITTED TO:

Md. Mahbubur Rahman

Department of Computer Science and Information Technology

Faculty of Computer Science and Engineering

SUBMITTED BY:

Md. Sharafat Karim

ID: **2102024**,

Registration No: **10151**

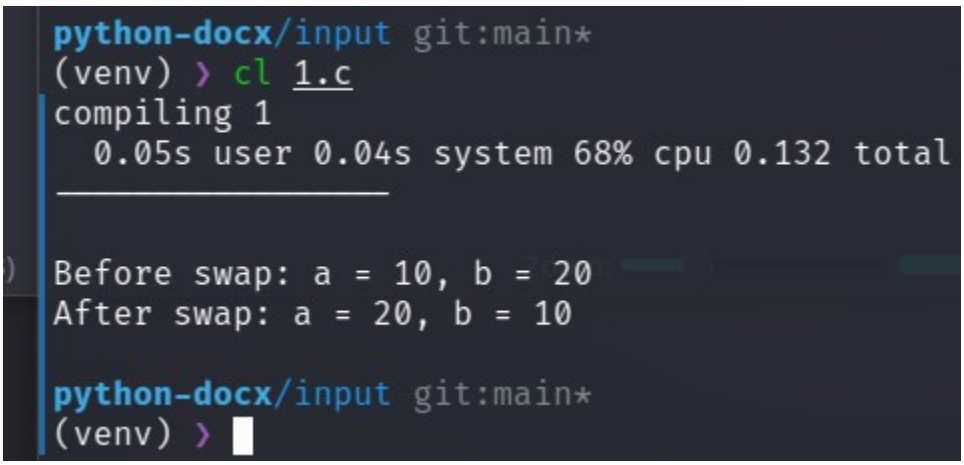
Faculty of Computer Science and Engineering

Assignment: **08**

Table of Contents

1 Write a function exchange to interchange the values of two variables, say x and y. Illustrate the use of this function, in a calling function. Assume that x and y are defined as global variables.

```
#include<stdio.h>

int a = 10, b = 20;

void swap (void)
{
   b = a + b ;
   a = b - a ;
   b = b - a ;
}

int main()
{
   printf("Before swap: a = %d, b = %d\n", a, b);
   swap();
   printf("After swap: a = %d, b = %d\n", a, b);
   return 0;
}
```

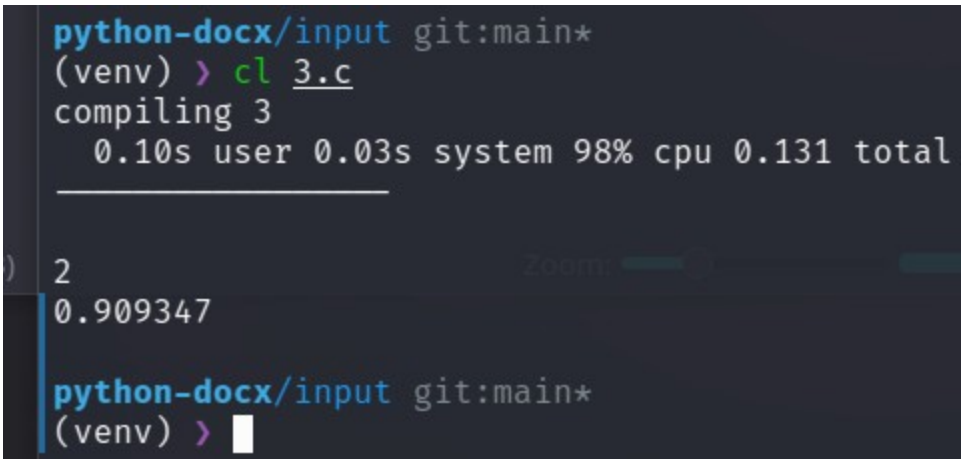


2 Write a function space(x) that can be used to provide a space of x positions between two output numbers. Demonstrate its application.

```
#include <stdio.h>

void space(int x) {
  for (int i = 0; i < x; i++) {
    printf(" ");
  }
}

int main() {
  printf("123");
  space(3);
  printf("456\n");
  return 0;
}
```

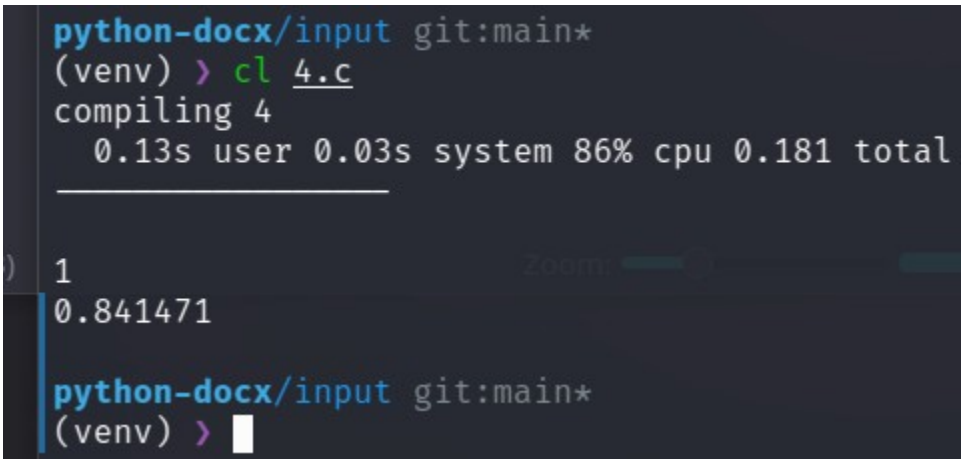
3 Use recursive function calls to evaluate

```
#include <stdio.h>
#include <math.h>

int factorial(int n)
{
   if (n == 1)
      return 1;
   else
      return n * factorial(n - 1);
}

float evaluate(int x, int n, int i)
{
   if (n >= 10)
      return 0;
   else if (i % 2 == 0)
      return -pow(x, n) / factorial(n) + evaluate(x, n + 2, i+1);
   else
      return pow(x, n) / factorial(n) + evaluate(x, n + 2, i+1);
}

int main()
{
   int n;
   scanf("%d", &n);
   printf("%f\n", evaluate(n, 1, 1));
}
```



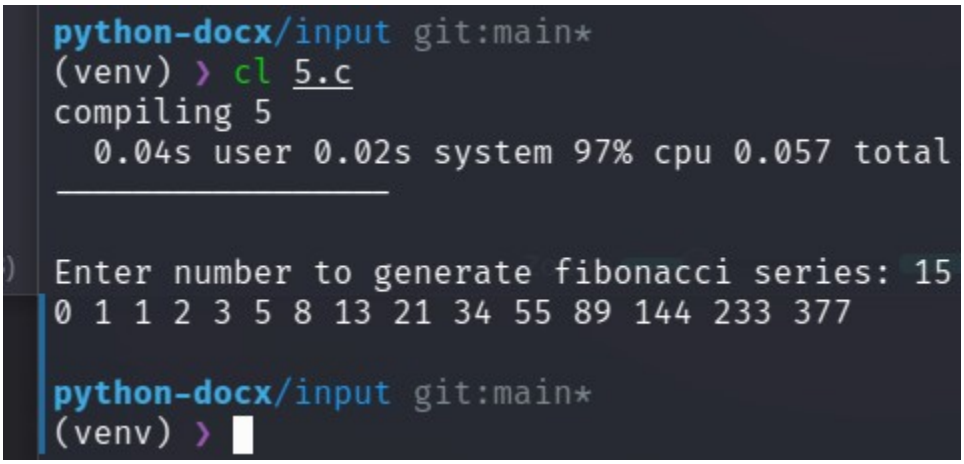
4 Write a function to evaluate the polynomial, using an array variable.

```
// n order polinoial
// Generated with AI

#include <stdio.h>
#include <math.h>

int factorial(int n)
{
   if (n == 1)
      return 1;
   else
      return n * factorial(n - 1);
}

float evaluate(int x, int n, int i)
{
   if (n >= 11)
      return 0;
   else if (i % 2 == 0)
      return -pow(x, n) / factorial(n) + evaluate(x, n + 2, i+1);
   else
      return pow(x, n) / factorial(n) + evaluate(x, n + 2, i+1);
}

int main()
{
   int n;
   scanf("%d", &n);
   printf("%f\n", evaluate(n, 1, 1));
}
```


python-docx/input git:main*
(venv) ❯ cl 4.c
compiling 4
0.13s user 0.03s system 86% cpu 0.181 total
1
0.841471
python-docx/input git:main*
(venv) ❯

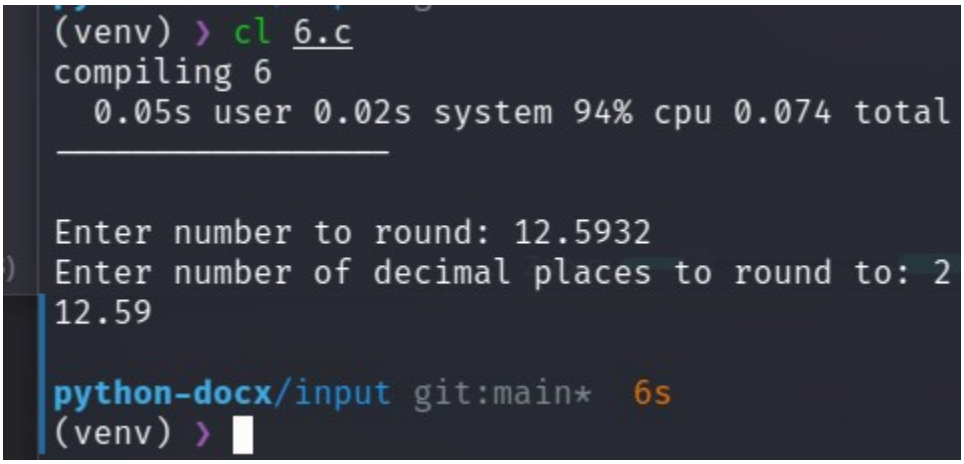
5 Write a function that will generate and print the first n Fibonacci numbers. Test the function for n = 5, 10, and 15.

```
#include <stdio.h>

void fibonacci(int n)
{
   int i, a = 0, b = 1, c;
   for (i = 0; i < n; i++)
   {
      printf("%d ", a);
      c = a + b;
      a = b;
      b = c;
   }
}

int main()
{
   int n;
   printf("Enter number to generate fibonacci series: ");
   scanf("%d", &n);
   fibonacci(n);
   printf("\n");
}
```



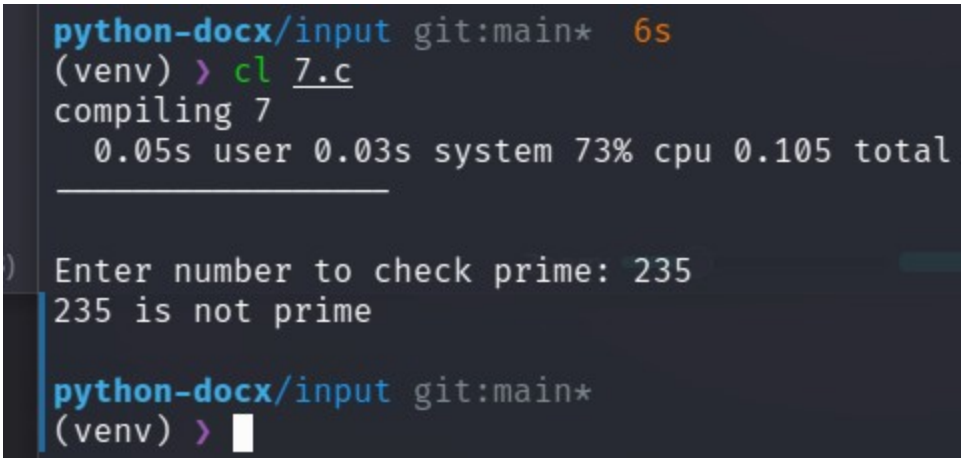
6 Write a function that will round a floating-point number to an indicated decimal place. For example the number 17.457 would yield the value 17.46 when it is rounded off to two decimal places.

```
#include <stdio.h>

void rounded(float num, int round)
{
   printf("%.*f\n", round, num);
}

int main()
{
   float num;
   int round;

   printf("Enter number to round: ");
   scanf("%f", &num);
   printf("Enter number of decimal places to round to: ");
   scanf("%d", &round);

   rounded(num, round);
}
```



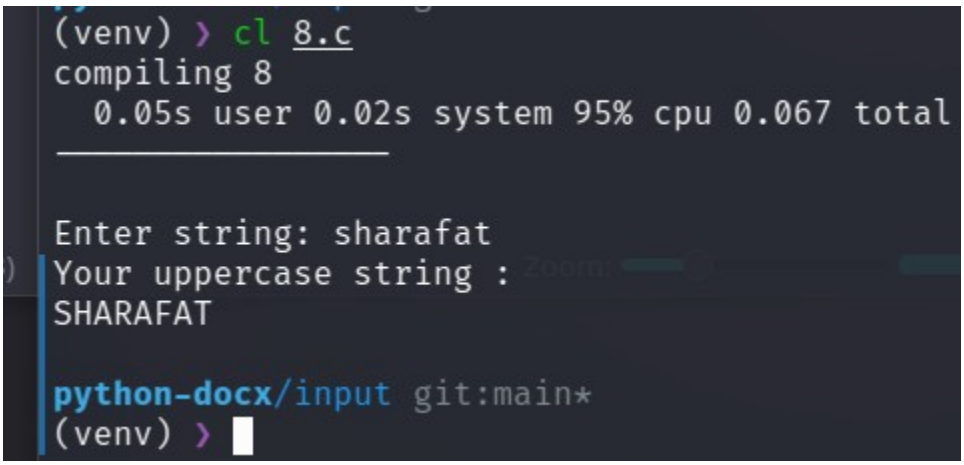
7 Write a function prime that returns 1 if its argument is a prime number and returns zero otherwise.

```
#include <stdio.h>

int check_prime(int number_to_check_prime)
{
   int i;
   for (i = 2; i < number_to_check_prime; i++)
   {
      if (number_to_check_prime % i == 0)
         return 0;
   }
   return 1;
}

int main()
{
   int number_to_check_prime;
   printf("Enter number to check prime: ");
   scanf("%d", &number_to_check_prime);

   if (check_prime(number_to_check_prime))
      printf("%d is prime\n", number_to_check_prime);
   else
      printf("%d is not prime\n", number_to_check_prime);
}
```



8 Write a function that will scan a character string passed as an argument and convert all lowercase characters into their uppercase equivalents.

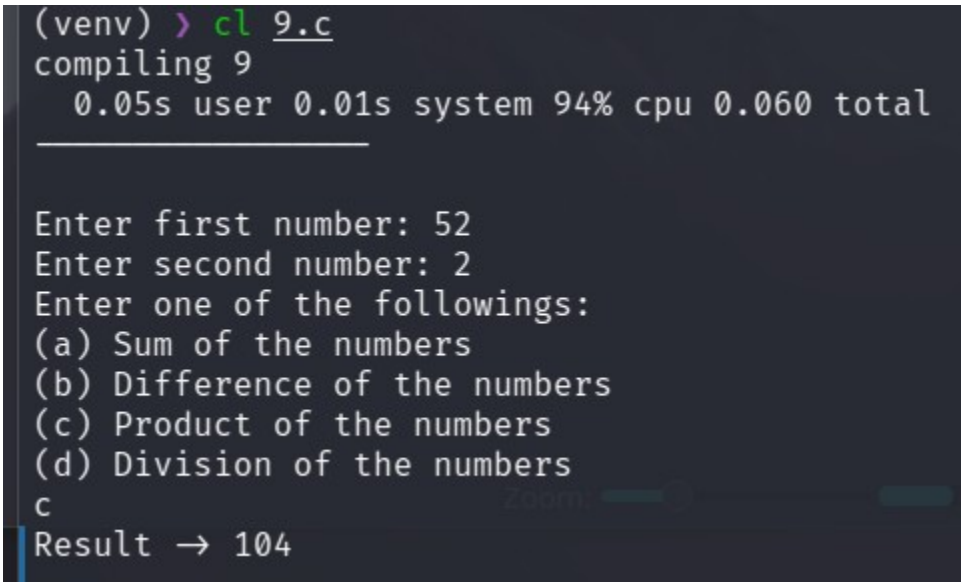
```
#include <stdio.h>

void to_uppercase(char *string)
{
   int i;
   for (i = 0; string[i] != '\0'; i++)
   {
      if (string[i] >= 'a' && string[i] <= 'z')
         string[i] -= 32;
   }
}

int main()
{
   char string[100];
   printf("Enter string: ");
   scanf("%s", string);

   to_uppercase(string);
   printf("Your uppercase string : \n");
   printf("%s\n", string);
   return 0;
}
```



9 Develop a top_down modular program to implement a calculator. The program should request the user to input two numbers and display one of the following as per the desire of the user:

```
#include <stdio.h>

int sum(int a, int b)
{
   return a + b;
}

int difference(int a, int b)
{
   return a - b;
}

int product(int a, int b)
{
   return a * b;
}

int division(int a, int b)
{
   return a / b;
}

int main()
{
   int a, b;
   char operation;

   printf("Enter first number: ");
   scanf("%d", &a);
   printf("Enter second number: ");
   scanf("%d", &b);
```

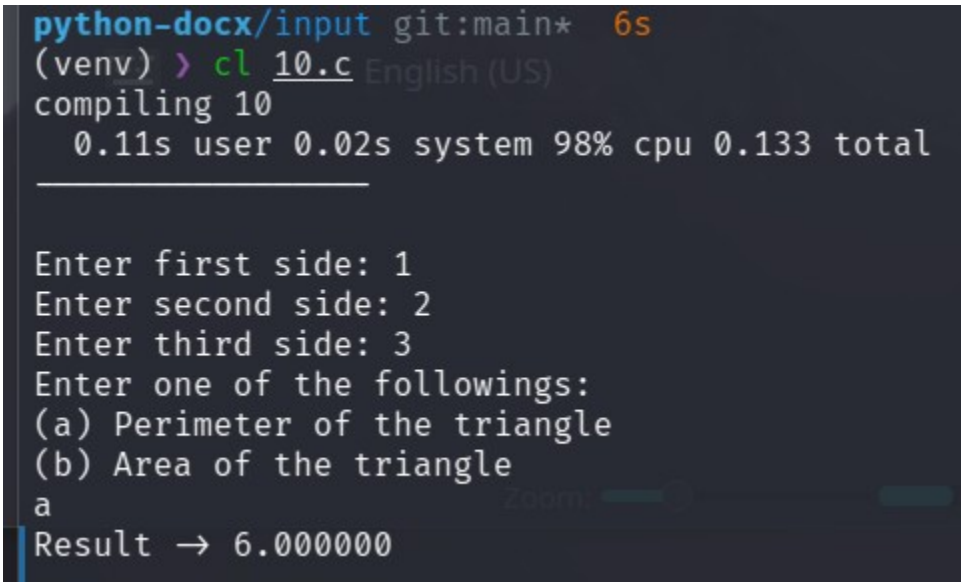
```
    printf("Enter one of the followings: ");
    printf("\n(a) Sum of the numbers ");
    printf("\n(b) Difference of the numbers ");
    printf("\n(c) Product of the numbers ");
    printf("\n(d) Division of the numbers ");
    printf("\n");

    scanf(" %c", &operation);
    switch (operation)
    {
        case 'a':
            printf("Result -> %d\n", sum(a, b));
            break;
        case 'b':
            printf("Result -> %d\n", difference(a, b));
            break;
        case 'c':
            printf("Result -> %d\n", product(a, b));
            break;
        case 'd':
            printf("Result -> %d\n", division(a, b));
            break;
        default:
            printf("Invalid operation\n");
    }
}
```



10 Develop a modular interactive program using functions that reads the values of three sides of a triangle and displays either its area or its perimeter as per the request of the user. Given the three sides a, b and c.

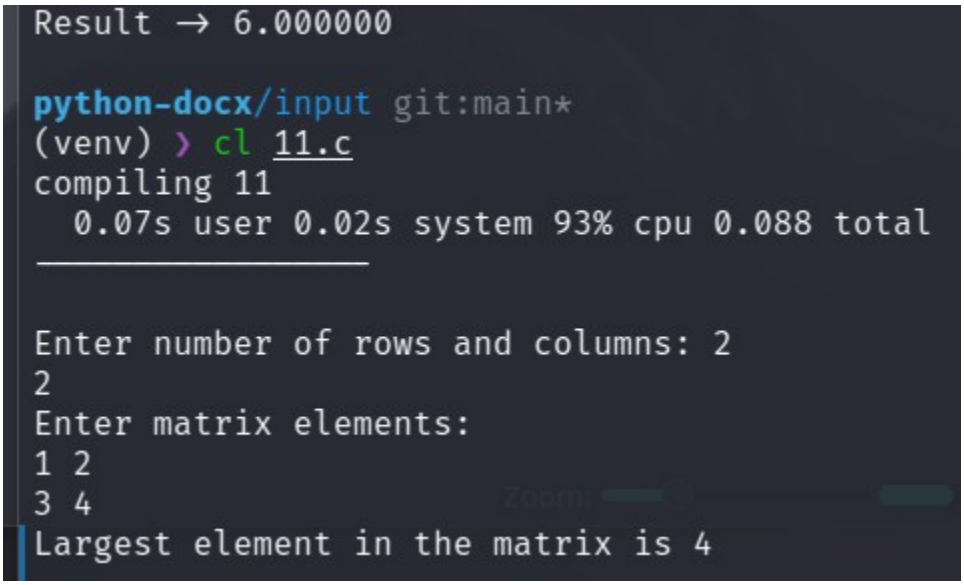
```
#include <stdio.h>
#include <math.h>

float perimeter(float a, float b, float c)
{
   return a + b + c;
}

float area(float a, float b, float c)
{
   float s = (a + b + c) / 2;
   return sqrt((s - a) * (s - b) * (s - c));
}

int main()
{
   float a, b, c;
   char operation;

   printf("Enter first side: ");
   scanf("%f", &a);
   printf("Enter second side: ");
   scanf("%f", &b);
   printf("Enter third side: ");
   scanf("%f", &c);

   printf("Enter one of the followings: ");
   printf("\n(a) Perimeter of the triangle ");
   printf("\n(b) Area of the triangle ");
   printf("\n");
```

```
    scanf(" %c", &operation);
    switch (operation)
    {
        case 'a':
            printf("Result -> %f\n", perimeter(a, b, c));
            break;
        case 'b':
            printf("Result -> %f\n", area(a, b, c));
            break;
        default:
            printf("Invalid operation\n");
    }
}
```



11 Write a function that can be called to find the largest element of an m by n matrix.

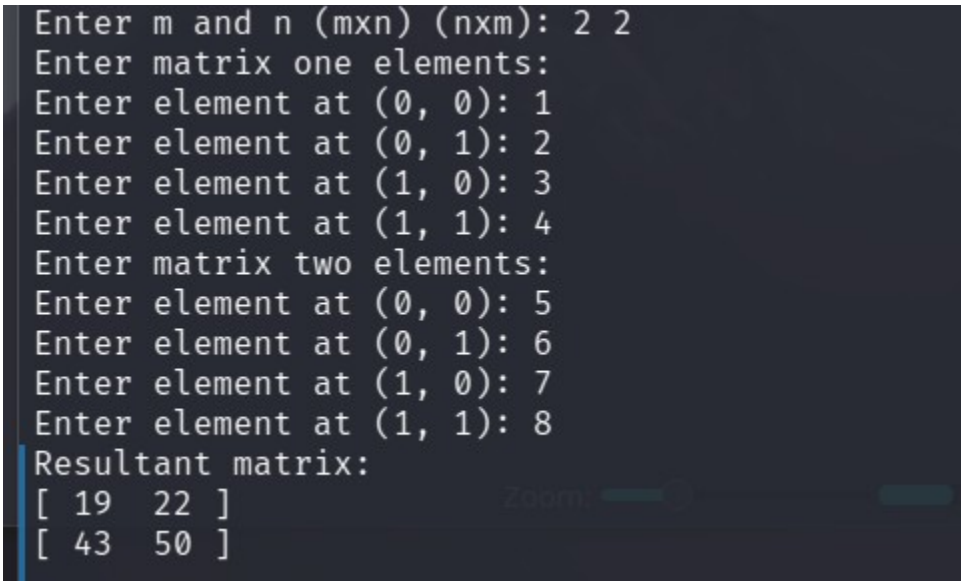
```
#include <stdio.h>

int find_largest(int *matrix, int rows, int cols) {
    int i, j, largest = *matrix;
    for (i = 0; i < rows; i++) {
        for (j = 0; j < cols; j++) {
            if (*(matrix + i * cols + j) > largest) {
                largest = *(matrix + i * cols + j);
            }
        }
    }
    return largest;
}

int main() {
    int m, n, i, j;
    printf("Enter number of rows and columns: ");
    scanf("%d %d", &m, &n);

    int matrix[m][n];
    printf("Enter matrix elements: \n");
    for (i = 0; i < m; i++) {
        for (j = 0; j < n; j++) {
            scanf("%d", &matrix[i][j]);
        }
    }

    int largest = find_largest(&matrix[0][0], m, n);
    printf("Largest element in the matrix is %d\n", largest);

    return 0;
}
```


Result → 6.000000
python-docx/input git:main*
(venv) ❯ cl 11.c
compiling 11
0.07s user 0.02s system 93% cpu 0.088 total
Enter number of rows and columns: 2
2
Enter matrix elements:
1 2
3 4
Largest element in the matrix is 4

12 Write a function that can be called to compute the product of two matrices of size m by n and n by m. The main function provides the values for m and n and two matrices.

```
#include <stdio.h>

void multiply_matrices(int *matrix_one, int *matrix_two, int m, int n)
{
   int i, j, k;
   int result[m][m];

   for (i = 0; i < m; i++)
   {
      for (j = 0; j < m; j++)
      {

         result[i][j] = 0;
         for (k = 0; k < n; k++)
         {
            result[i][j] += *(matrix_one + i * n + k) * *(matrix_two + k * m + j);
         }
      }
   }

   printf("Resultant matrix: \n");
   for (i = 0; i < m; i++)
   {
      printf("[");
      for (j = 0; j < m; j++)
      {
         printf(" %d ", result[i][j]);
      }
      printf("]\n");
   }
}
```

```
int main()
{
   int m, n;
   printf("Enter m and n (mxn) (nxm): ");
   scanf("%d %d", &m, &n);

   int matrix_one[m][n];
   int matrix_two[n][m];
   int i, j;

   printf("Enter matrix one elements: \n");
   for (i = 0; i < m; i++)
   {
      for (j = 0; j < n; j++)
      {
         printf("Enter element at (%d, %d): ", i, j);
         scanf("%d", &matrix_one[i][j]);
      }
   }

   printf("Enter matrix two elements: \n");
   for (i = 0; i < n; i++)
   {
      for (j = 0; j < m; j++)
      {
         printf("Enter element at (%d, %d): ", i, j);
         scanf("%d", &matrix_two[i][j]);
      }
   }

   multiply_matrices((int *)matrix_one, (int *)matrix_two, m, n);
}
```

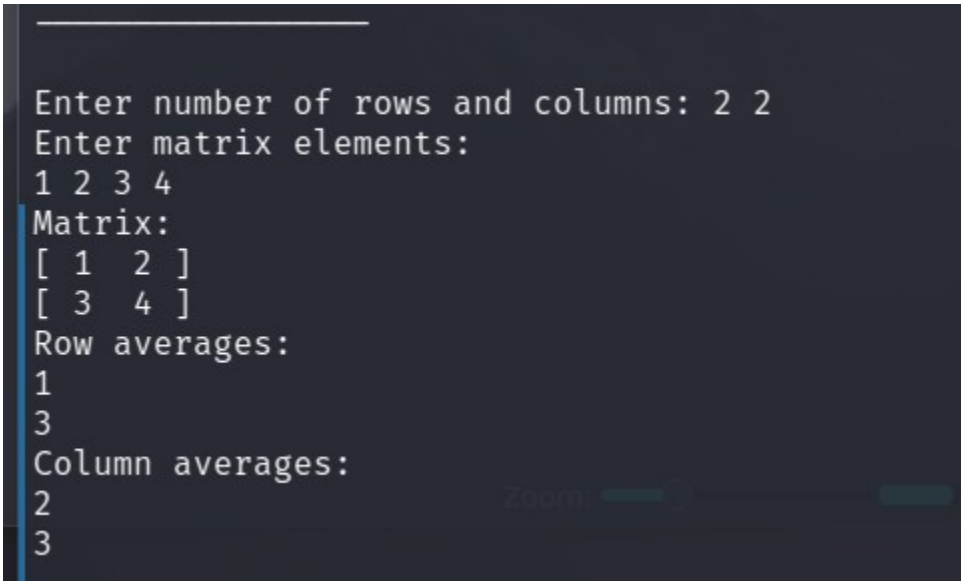

Enter m and n (mxn) (nxm): 2 2
Enter matrix one elements:
Enter element at (0, 0): 1
Enter element at (0, 1): 2
Enter element at (1, 0): 3
Enter element at (1, 1): 4
Enter matrix two elements:
Enter element at (0, 0): 5
Enter element at (0, 1): 6
Enter element at (1, 0): 7
Enter element at (1, 1): 8
Resultant matrix:
[19 22]
[43 50]

13 Design and code an interactive modular program that will use functions to a matrix of m by n size, compute column averages and row averages, and then print the entire matrix with averages shown in respective rows and columns.

```
#include <stdio.h>

void input_matrix(int *matrix, int rows, int cols)
{
   int i, j;
   printf("Enter matrix elements: \n");
   for (i = 0; i < rows; i++)
   {
      for (j = 0; j < cols; j++)
         scanf("%d", &matrix[i * cols + j]);
   }
}

void print_matrix(int *matrix, int rows, int cols)
{
   int i, j;
   printf("Matrix: \n");
   for (i = 0; i < rows; i++)
   {
      printf("[");
      for (j = 0; j < cols; j++)
         printf(" %d ", matrix[i * cols + j]);
      printf("]\n");
   }
}

void print_row_averages(int *matrix, int rows, int cols)
{
   int i, j;
   printf("Row averages: \n");
```

```
    for (i = 0; i < rows; i++)
    {
        int sum = 0;
        for (j = 0; j < cols; j++)
            sum += matrix[i * cols + j];
        printf("%d\n", sum / cols);
    }
}

void print_col_averages(int *matrix, int rows, int cols)
{
    int i, j;
    printf("Column averages: \n");
    for (i = 0; i < cols; i++)
    {
        int sum = 0;
        for (j = 0; j < rows; j++)
            sum += matrix[j * cols + i];
        printf("%d\n", sum / rows);
    }
}

int main()
{
    int m, n;
    printf("Enter number of rows and columns: ");
    scanf("%d %d", &m, &n);

    int matrix[m][n];
    input_matrix(&matrix[0][0], m, n);

    print_matrix(&matrix[0][0], m, n);
    print_row_averages(&matrix[0][0], m, n);
    print_col_averages(&matrix[0][0], m, n);

    return 0;
```

}

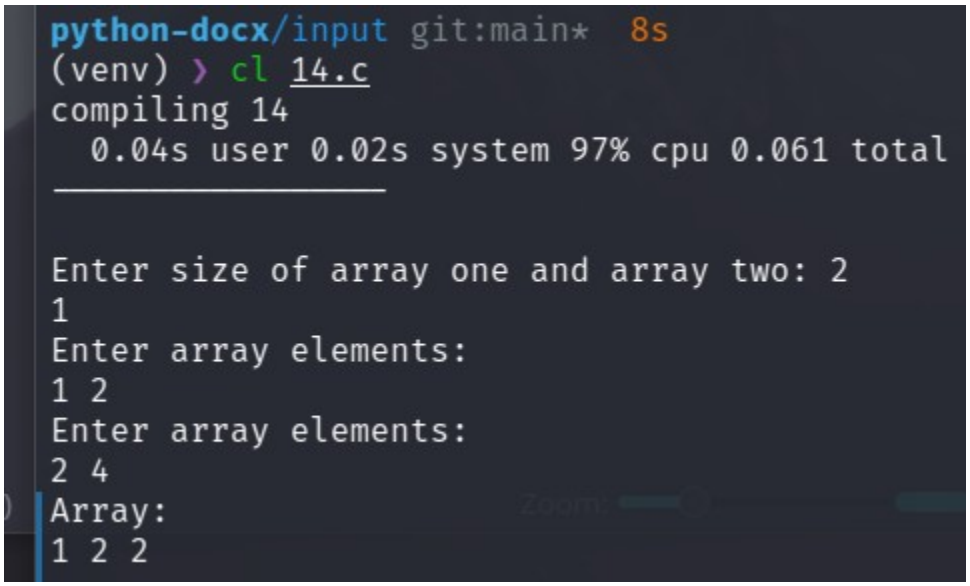

Enter number of rows and columns: 2 2
Enter matrix elements:
1 2 3 4
Matrix:
[1 2]
[3 4]
Row averages:
1
3
Column averages:
2
3

14 modular program of array

```
// Develop a top-down modular program that will perform the following tasks:
// ```
// (a) Read two integer arrays with unsorted elements.
// (b) Sort them in ascending order
// (c) Merge the sorted arrays
// (d) Print the sorted list
// ```
// Use functions for carrying out each of the above tasks. The main function should have only function calls.

#include <stdio.h>

void input_array(int *array, int size)
{
   int i;
   printf("Enter array elements: \n");
   for (i = 0; i < size; i++)
      scanf("%d", &array[i]);
}

void print_array(int *array, int size)
{
   int i;
   printf("Array: \n");
   for (i = 0; i < size; i++)
      printf("%d ", array[i]);
   printf("\n");
}

void sort_array(int *array, int size)
{
   int i, j;
   for (i = 0; i < size; i++)
```

```
    {
        int min = array[i], min_index = i;
        for (j = i + 1; j < size; j++)
        {
            if (array[j] < min)
            {
                min = array[j];
                min_index = j;
            }
        }
        int temp = array[i];
        array[i] = array[min_index];
        array[min_index] = temp;
    }
}

void merge_arrays(int *array_one, int *array_two, int *result, int size_one, int
size_two)
{
    int i, j;
    for (i = 0; i < size_one; i++)
        result[i] = array_one[i];
    for (j = 0; j < size_two; j++)
        result[i + j] = array_two[j];
}

void operations(void)
{
    int m, n;
    printf("Enter size of array one and array two: ");
    scanf("%d %d", &m, &n);
    int array_one[m], array_two[n];
    input_array(array_one, m);
    input_array(array_two, n);

    sort_array(array_one, m);
    sort_array(array_two, n);
```

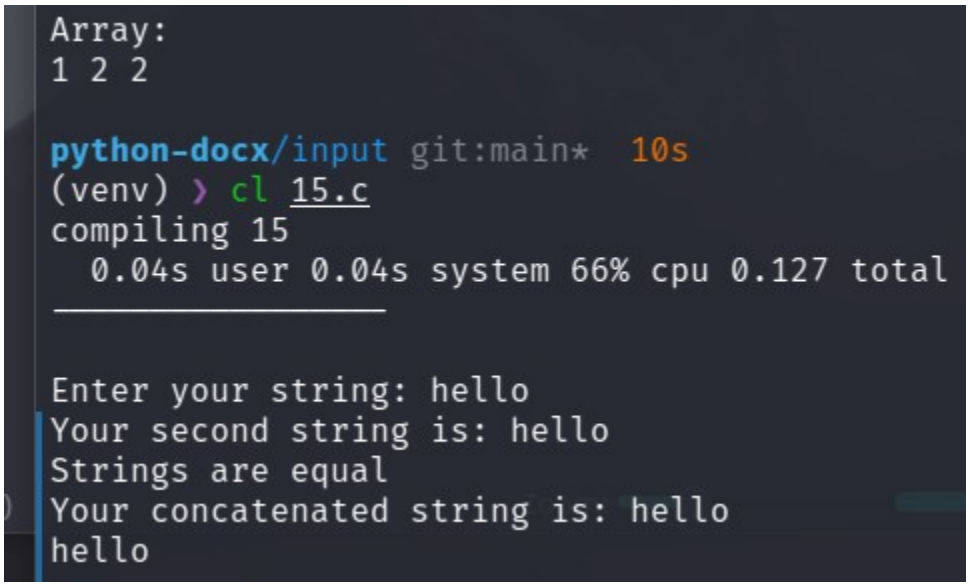
```
    int result[m + n];
    merge_arrays(array_one, array_two, result, m, n);
    sort_array(result, m+n);

    print_array(result, m + n);
}

int main()
{
    operations();
    return 0;
}
```



15 string operation

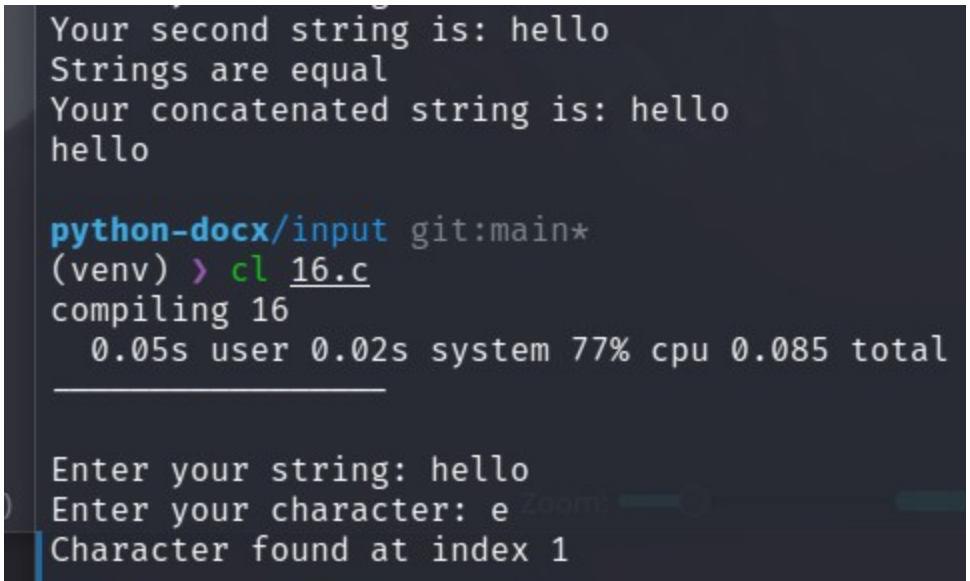
```
#include <stdio.h>

void copy_string(char *one, char *two)
{
   int i;
   for (i=0; one[i] != '\0'; i++)
      two[i] = one[i];
   two[i] = '\0';
   return;
}

void compare_string(char *one, char *two)
{
   int i;
   for (i=0; one[i] != '\0'; i++)
      if (one[i] != two[i])
         break;
   if (one[i] == '\0' && two[i] == '\0')
      printf("Strings are equal\n");
   else
      printf("Strings are not equal\n");
   return;
}

void concat_string(char *one, char *two)
{
   int i, j;
   for (i=0; one[i] != '\0'; i++);
   for (j=0; two[j] != '\0'; j++)
      one[i+j] = two[j];
   one[i+j] = '\0';
   return;
}
```

```
int main()
{
   char string_one[100], string_two[200];
   printf("Enter your string: ");
   fgets(string_one, 100, stdin);

   copy_string(string_one, string_two);
   printf("Your second string is: %s", string_two);

   compare_string(string_one, string_two);

   concat_string(string_one, string_two);
   printf("Your concatenated string is: %s", string_one);

   return 0;
}
```



16 Write a program that invokes a function called find( ) to perform the following tasks:

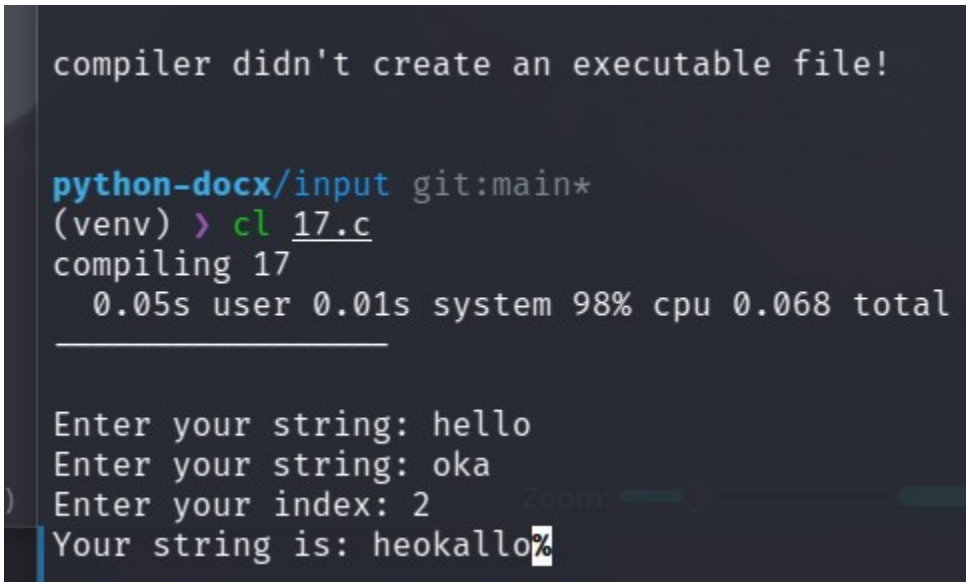
```
#include <stdio.h>

int char_search_inside_string(char *string, char c)
{
   int i;
   for (i=0; string[i] != '\0'; i++)
      if (string[i] == c)
         return i;
   return -1;
}

int main()
{
   char string[100], c;
   printf("Enter your string: ");
   fgets(string, 100, stdin);
   printf("Enter your character: ");
   scanf("%c", &c);

   int index = char_search_inside_string(string, c);
   if (index == -1)
      printf("Character not found\n");
   else
      printf("Character found at index %d\n", index);

return
0;
}
```



17 Design a function locate ( ) that takes two character arrays s1 and s2 and one integer value m as parameters and inserts the string s2 into s1 immediately after the index m . Write a program to test the function using a real-life situation. (Hint: s2 may be a missing word in s1 that represents a line of text).

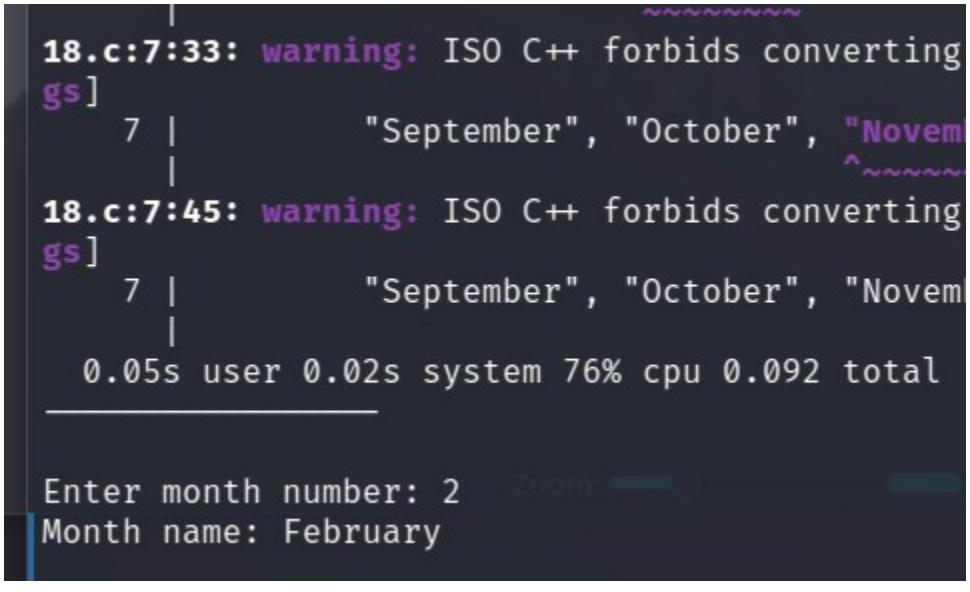
```
#include <stdio.h>

char* locate(char *s1, char *s2, int m)
{
   int i, j;
   static char temp[100];
   for (i=0; i< m; i++)
      temp[i] = s1[i];
   for (j=0; s2[j] != '\0'; j++)
      temp[i+j] = s2[j];
   for (; s1[i] != '\0'; i++)
      temp[i+j] = s1[i];
   return temp;
}

int main()
{
   char s1[100], s2[100];
   int m;
   printf("Enter your string: ");
   scanf("%[^\n]s", s1);

   printf("Enter your string: ");
   scanf(" %[^\n]s", s2);

   printf("Enter your index: ");
   scanf("%d", &m);

   char *updated_string;
```

```
    updated_string = locate(s1, s2, m);
    printf("Your string is: %s", updated_string);

    return 0;
}
```



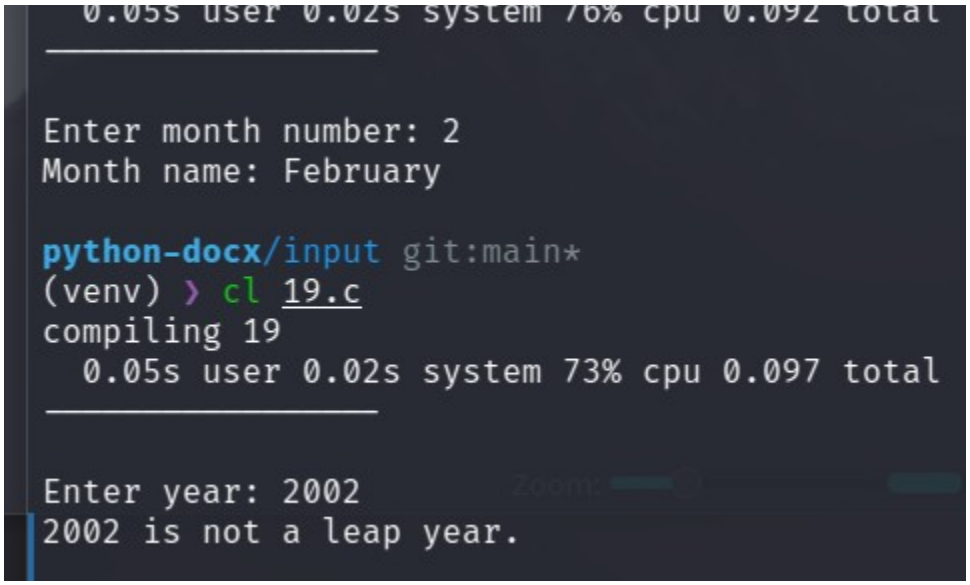
18 Write a function that takes an integer parameter m representing the month number of the year and returns the corresponding name of the month. For instance, if m = 3, the month is March. Test your program.

```
#include <stdio.h>

char *month_name(int m)
{
   char *months[] = {
      "January", "February", "March", "April", "May", "June", "July", "August",
      "September", "October", "November", "December"};

   return months[m - 1];
}

int main()
{
   int m;

   printf("Enter month number: ");
   scanf("%d", &m);

   printf("Month name: %s\n", month_name(m));

   return 0;
}
```



19 In preparing the calendar for a year we need to know whether that particular year is leap year or not. Design a function leap( ) that receives the year as a parameter and returns an appropriate message. What modifications are required if we want to use the function in preparing the actual calendar?

```
#include <stdio.h>

int leap(int year)
{
   if (year % 400 == 0)
      return 1;
   else if (year % 100 == 0)
      return 0;
   else if (year % 4 == 0)
      return 1;
   else
      return 0;
}

int main()
{
   int year;

   printf("Enter year: ");
   scanf("%d", &year);

   if (leap(year))
      printf("%d is a leap year.\n", year);
   else
      printf("%d is not a leap year.\n", year);

   return 0;
}
```


0.05s user 0.02s system 76% cpu 0.092 total
Enter month number: 2
Month name: February
python-docx/input git:main*
(venv) ❯ cl 19.c
compiling 19
0.05s user 0.02s system 73% cpu 0.097 total
Enter year: 2002
2002 is not a leap year.

20 Write a function that receives a floating point value x and returns it as a value rounded to two nearest decimal places. For example, the value 123.4567 will be rounded to 123.46 (Hint: Seek help of one of the math functions available in math library).

```
#include <stdio.h>
#include <math.h>

double round2(double x)
{
   return round(x * 100) / 100;
}

int main()
{
   double x;

   printf("Enter a floating point value: ");
   scanf("%lf", &x);

   printf("Rounded value: %.2lf\n", round2(x));

   return 0;
}
```