

# 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** 

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**Assignment: 06 (Basic Code)** 

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# 1) Reversing digits

```
#include<stdio.h>
int main()
{
    int n;
    scanf("%d", &n);

    int reverse=0;
    while (n>0)
    {
       reverse *= 10;
       reverse += n % 10;
       n /= 10;
    }
    printf("%d", reverse);
}
```

```
~/Desktop/lab/ansi-c-balagurusamy-exercise/solutions/sharafat/7

> cl 1.c
compiling 1
    0.04s user 0.02s system 96% cpu 0.064 total

123
321%
```

## 2) Euler's Number

```
#include <stdio.h>
int main()
{
    float accuracy = 0.00001;
    float result=1, sum = 1;
    int i = 1;

    while ( sum > accuracy )
    {
        result += sum;
        i++;
        sum *= ((float)1/i);
    }

    printf("Result -> %f", result);
}
```

```
~/Desktop/lab/ansi-c-balagurusamy-exercise/solutions/sharafat/7
) cl 10.c
compiling 10
0.04s user 0.02s system 94% cpu 0.067 total

Result → 2.718279%
```

## 3) Functions calculate

```
#include <stdio.h>
#include <math.h>
int main()
  float accuracy = 0.0001, x;
  scanf("%f", &x);
  float result=1, sum = x;
  int i = 1;
  while (sum > accuracy | | sum < 0)
  {
    result += sum;
    i += 2;
    sum *= (-1)*(x*x)/(i*(i-1));
    if (i >= 100)
      break;
  }
  printf("sinx -> %f\n", result);
  result=1, sum = 1;
  i = 0;
  while (sum > accuracy | | sum < 0)
  {
    result += sum;
    i += 2;
    sum *= (-1)*(x*x)/(i*(i-1));
    if (i >= 100)
      break;
  }
```

```
printf("cosx -> %f\n", result);

result=1, sum = 1;
i = 0;

while ( sum > accuracy | | sum < 0 )
{
    result += sum;
    i += 1;
    sum *= pow(((float)1/i),i);

    if (i >= 100)
        break;
}

printf("SUM -> %f\n", result);
}
```

## 4) Present value

```
#include <math.h>
#include <stdio.h>
#include <ctype.h>
int input(char name)
{
  int n;
  printf("Enter the value of %c\n", name );
  scanf("%d", &n);
  if (n \ge 0)
    return n;
  else
  {
    printf("Invalid input! Please try again\n");
    printf("Value of P is -> %d", n);
    return input(name);
  }
}
int main()
{
  int n, c, d;
  c = input('c');
  d = input('d');
  n = input('n');
  int P;
  P = c * pow((1 - (int)(d/100)), n);
  printf("Value of P is -> %d", P);
  return 0;
}
```

# 5) Square of character S

#include<stdio.h>

```
int main()
{
  int i, j;
  int col = 5;
  char Char = 'S';
  for (i=0; i< col; i++)
  {
     for (j=0; j<col; j++)
       printf("%c ", Char);
    printf("\n");
  }
  printf("\n");
  for (i=0; i< col; i++)
  {
     for (j=0; j<col; j++)
       if (i==0 | |j==0 | |i==col-1 | |j==col-1)
         printf("%c ", Char);
       else
         printf(" ");
     }
    printf("\n");
  }
}
```

# 6) sin(x) graph function

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

```
/*
X
         y
0
         0.000000
15
          0.258819
30
          0.500000
45
          0.707107
          0.866025
60
75
          0.965926
90
          1.000000
105
           0.965926
120
           0.866025
135
           0.707107
150
           0.500000
165
           0.258819
180
           0.000000
*/
#define PI 3.14159265
int main()
{
  int i;
  float j, s;
  for (j=1.1; j \ge 0; j=0.1)
  {
    for (i=0; i<= 180; i+= 15)
      s = \sin(i*PI/180);
      if (fabsf(s-j) \le 0.1)
       {
        printf("*");
      }
```

## 7) S square with middle O

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

```
int main()
{
  int i, j;
  int col = 5;
  char Char = 'S';
  char Char2 = 'O';
  for (i=0; i< col; i++)
  {
    for (j=0; j<col; j++)
       if (i==j && i==2)
         printf("%c ", Char2);
       else
         printf("%c ", Char);
     }
    printf("\n");
  }
}
```

## 8) postivie values

```
#include<stdio.h>
int main()
{
   int i, j;
   int sum=0;

   for (i=0; i< 10; i++)
   {
      scanf("%d", &j);
      sum += j;
      printf("%d + ", j);
    }
   printf("\nSum -> %d", sum);
}

// test case
// 1 2 3 4 5 6 7 8 9 10
```

```
~/Desktop/lab/ansi-c-balagurusamy-exercise/solutions/sharafat/7 16s
> cl 16.c
compiling 16
0.04s user 0.02s system 98% cpu 0.062 total

1 2 3 4 5 6 7 8 9 10
1 + 2 + 3 + 4 + 5 + 6 + 7 + 8 + 9 + 10 +
Sum → 55%
```

#### 9) Colored line

```
#include <stdio.h>
void red () {
 printf("\033[1;31m");
}
void yellow() {
 printf("\033[1;33m");
}
void reset () {
 printf("\033[0m");
}
int main () {
 red();
 printf("Hello ");
 yellow();
 printf("world\n");
 red();
 printf("-----\n");
 reset();
 return 0;
}
```

```
~/Desktop/lab/ansi-c-balagurusamy-exercise/solutions/sharafat/7
) cl 17.c
| compiling 17
| 0.04s user 0.03s system 97% cpu 0.073 total
| Hello world
```

# 10) Pattern pyramid center aligned

#include<stdio.h>

```
int main()
{
  int i, j;
  int digit=1;
  char letter='A';
  int n;
  scanf("%d", &n);
  for (i=0; i< n; i++)
  {
    for (j=0; j<(5-i);j++)
       printf(" ");
    for (j=0; j<= i; j++)
    {
       if (i%2==0)
         printf("%d ", digit++);
         printf("%c ", letter++);
    }
    printf("\n");
  }
}
```

```
~/Desktop/lab/ansi-c-balagurusamy-exercise/solutions/sharafat/7
) cl 18.c
compiling 18
0.05s user 0.02s system 91% cpu 0.070 total

6
1 A B
2 3 4
C D E F
5 6 7 8 9
G H I J K L
```

# 11) Pattern of floating island

#include<stdio.h>

```
int main()
{
  int i, j;
  int digit=1;
  char letter='A';
  int n;
  scanf("%d", &n);
  for (i=0; i< n/2; i++)
  {
     for (j=0; j<(5-i);j++)
       printf(" ");
     for (j=1; j<= i+1; j++)
       printf("%d ", j);
     for (j=j-2;j>=1;j--)
       printf("%d ", j);
     printf("\n");
  }
  for (i=n/2; i>= 0; i--)
  {
     for (j=0; j<(5-i);j++)
       printf(" ");
     for (j=1; j<= i+1; j++)
       printf("%d ", j);
     for (j=j-2;j>=1;j--)
       printf("%d", j);
     printf("\n");
  }
}
```

```
~/Desktop/lab/ansi-c-balagurusamy-exercise/solutions/sharafat/7
) cl 18.c
compiling 18
0.05s user 0.02s system 95% cpu 0.071 total

5
1
A B
2 3 4
C D E F
5 6 7 8 9
```

## 12) Sum of the digits

```
#include<stdio.h>
int main()
{
    int n;
    scanf("%d", &n);

    int sum=0;
    while (n>0)
    {
        sum += n % 10;
        n /= 10;
    }
    printf("%d", sum);
}
```

```
~/Desktop/lab/ansi-c-balagurusamy-exercise/solutions/sharafat/7 13s
> cl 2.c
compiling 2
0.06s user 0.02s system 97% cpu 0.090 total

521
8%
```

# 13) left sided pattern

```
#include<stdio.h>
int main()
{
    int i, j;
    int digit=1;
    char letter='A';
    int n;
    scanf("%d", &n);

    for (i=0; i< n; i++)
     {
        for (j=0; j<= i; j++)
            printf("%d ", ((i+j)%2==0?1:0));
        printf("\n");
    }</pre>
```

}

## 14) Fibonacci numbers

```
#include<stdio.h>
int main()
  int n;
  scanf("%d", &n);
  int i=0, j=1, k=1, l=0, sum=0;
  do
  {
    if (i == 0 | | i == 1)
       sum += 1;
    else
      sum += j + k;
      l = j + k;
      k = j;
      j = 1;
    }
    i++;
  } while (i<n);
  printf("%d", sum);
}
```

```
~/Desktop/lab/ansi-c-balagurusamy-exercise/solutions/sharafat/7

> cl 3.c
compiling 3
0.03s user 0.02s system 95% cpu 0.059 total

5
12%
```

# 15) Investment equation

```
#include<stdio.h>
int main()
{
    int n=1;
    int p=1000, V; float r=0.10;
    do
    {
        V = p * (1+r);
        printf("P - %d, V - %d, n - %d \n", p, V, n++);
        p = V;
    } while ( p <= 10000 );
}</pre>
```

```
> cl 4.c
compiling 4
  0.06s user 0.02s system 95% cpu 0.086 total
        , V - 1100 , n - 1
P - 1000
P - 1100 , V - 1210 , n - 2
         , V - 1331 , n - 3
P - 1210
P - 1331 , V - 1464 , n - 4
         , V - 1610 , n - 5
P - 1464
P - 1610 , V - 1771 , n - 6
P - 1771 , V - 1948 , n - 7
         , V - 2142 , n - 8
P - 1948
        , V - 2356 , n - 9
P - 2142
         , V - 2591 , n - 10
P - 2356
P - 2591 , V - 2850 , n - 11
         , V - 3135 , n - 12
P - 2850
P - 3135 , V - 3448 , n - 13
P - 3448 , V - 3792 , n - 14
P - 3792 , V - 4171 , n - 15
P - 4171
        , V - 4588 , n - 16
P - 4588 , V - 5046 , n - 17
P - 5046 , V - 5550 , n - 18
P - 5550 , V - 6105 , n - 19
        , V - 6715 , n - 20
P - 6105
         , V - 7386 , n - 21
P - 6715
        , V - 8124 , n - 22
P - 7386
P - 8124 , V - 8936 , n - 23
P - 8936 , V - 9829 , n - 24
P - 9829 , V - 10811 , n - 25
```

# 16) pattern with for loop

```
#include <stdio.h>
int main()
{
  int n;
  scanf("%d", &n);
  int i, j;
  for (i=0; i<n; i++)
  {
     for (j=1; j<=i+1; j++)
       printf("%d ", i+1);
     printf("\n");
  }
  printf("\n");
  for (i=0; i<n; i++)
  {
     for (j=0; j< i; j++)
       printf(" ");
     for ( j=n-i; j>0; j--)
       printf("* ");
     printf("\n");
  }
```

}

## 17) Age range

#include<stdio.h>

```
int main()
{
  int i, j;
  int sum = 0;
  for (i=0; i<100; i++)
  {
    scanf("%d", &j);
    if (50 \le j \&\& j \le 60)
    {
       sum++;
       continue;
    }
  }
  printf("total - %d", sum);
}
// test cases
// 84 29 50 5 96 36 47 77 16 30 39 79 63 40 19 76 42 57 97 48 69 24 98 55 73 3 25 60
92 46 26 44 23 95 65 45 15 59 62 51 85 20 71 87 31 4 8 66 99 7 54 89 37 6 70 1 56 81
75 90 2 17 28 88 14 11 82 18 94 13 49 22 61 9 10 21 64 32 91 67 58 33 93 38 83 34 12
41 78 72 27 74 80 43 68 86 35 100 53 52
```

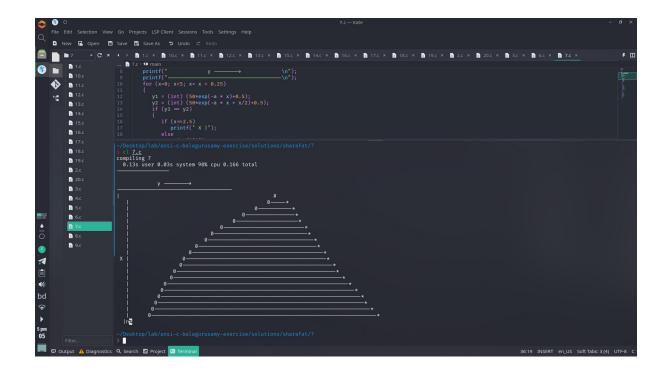
```
~/Desktop/lab/ansi-c-balagurusamy-exercise/solutions/sharafat/7
> cl 6.c
compiling 6
0.07s user 0.02s system 96% cpu 0.098 total
```

84 29 50 5 96 36 47 77 16 30 39 79 63 40 19 76 42 57 97 48 69 24 98 55 7 3 25 60 92 46 26 44 23 95 65 45 15 59 62 51 85 20 71 87 31 4 8 66 99 7 4 89 37 6 70 1 56 81 75 90 2 17 28 88 14 11 82 18 94 13 49 22 61 9 10 21 64 32 91 67 58 33 93 38 83 34 12 41 78 72 27 74 80 43 68 86 35 100 53 52 total - 11%

#### **18) 2 curves**

```
#include<stdio.h>
#include <math.h>
int main()
{
 int i;
 float a, x, y1, y2;
 a = 0.4;
 printf(" y -----> \n");
 printf("-----\n");
 for (x=0; x<5; x=x+0.25)
 {
   y1 = (int) (50*exp(-a * x)+0.5);
   y2 = (int) (50*exp(-a * x + x/2)+0.5);
   if (y1 == y2)
   {
     if (x==2.5)
      printf(" X | ");
     else
      printf("|");
    for (i=1; i <= y1-1; ++i)
      printf(" ");
     printf("#\n");
     continue;
   }
   if (y1>y2)
   {
     if (x == 2.5)
      printf(" X | ");
     else
      printf(" |");
    for (i=1; i <= y2-1; ++i)
      printf(" ");
    printf("*");
    for (i = 1; i \le (y1 - y2-1);++i)
      printf("-");
```

```
continue;
   }
   if (x==2.5)
     printf(" X | ");
   else
     printf(" |");
   for (i = 1; i \le (y1 - 1); ++i)
     printf(" ");
   printf("0");
   for (i = 1; i \le (y2-y1-1); ++i)
     printf("-");
   printf("*\n");
 printf(" |n");
 float j, s;
  for (j=1.1; j >= 0; j-=0.1)
     for (i=0; i<= 5; i+= 0.5)
     {
       s = \exp(-a * x);
       if (fabsf(s-j) \le 0.1)
          printf("*");
       }
       else {
          printf(" ");
       }
     printf("\n");
  }
}
```



# 19) exponent table

```
#include<stdio.h>
#include <math.h>
int main()
{
  float x, y;
  x = 0.0;
  float i, j;
  for (i=0; i \le (float)(0.91); i = 0.1)
  {
    if (i==0)
       printf(" X ");
     else
       printf(" %.1f ", i);
  }
  printf("\n");
  for (i=0; i<= 9; i += 1)
    for (j=i; j \le i+0.91; j+=0.1)
    {
       if (j==i)
         printf(" %.1f ", j);
       else
         printf(" %.1e ", exp(-j));
    }
    printf("\n");
  }
  printf("\n");
```

```
> cl <u>8.c</u>
compiling 8
 0.14s user 0.02s system 97% cpu 0.164 total
           0.1
                     0.2
                                0.3
                                          0.4
                                                    0.5
                                                              0.6
                                                                         0.7
                                                                                   0.8
                                                                                             0.9
   0.0
          9.0e-01
                    8.2e-01
                              7.4e-01
                                        6.7e-01
                                                  6.1e-01
                                                             5.5e-01
                                                                       5.0e-01
                                                                                  4.5e-01
                                                                                            4.1e-01
                              2.7e-01
                                                                       1.8e-01
                                                                                            1.5e-01
          3.3e-01
                                                             2.0e-01
                                                                                  1.7e-01
   1.0
                    3.0e-01
                                        2.5e-01
                                                   2.2e-01
    2.0
         1.2e-01
                    1.1e-01
                              1.0e-01
                                        9.1e-02
                                                   8.2e-02
                                                             7.4e-02
                                                                       6.7e-02
                                                                                  6.1e-02
                                                                                            5.5e-02
          4.5e-02
                    4.1e-02
                                        3.3e-02
                                                                       2.5e-02
                                                                                  2.2e-02
   3.0
                              3.7e-02
                                                   3.0e-02
                                                             2.7e-02
                                                                                            2.0e-02
                                        1.2e-02
                                                                                            7.4e-03
          1.7e-02
                    1.5e-02
                                                                       9.1e-03
   4.0
                              1.4e-02
                                                   1.1e-02
                                                             1.0e-02
                                                                                  8.2e-03
   5.0
          6.1e-03
                    5.5e-03
                              5.0e-03
                                        4.5e-03
                                                  4.1e-03
                                                             3.7e-03
                                                                       3.3e-03
                                                                                  3.0e-03
                                                                                            2.7e-03
   6.0
          2.2e-03
                    2.0e-03
                              1.8e-03
                                        1.7e-03
                                                   1.5e-03
                                                             1.4e-03
                                                                       1.2e-03
                                                                                  1.1e-03
                                                                                            1.0e-03
          8.3e-04
                                                                       4.5e-04
                    7.5e-04
                                        6.1e-04
                                                   5.5e-04
                                                             5.0e-04
                                                                                  4.1e-04
                                                                                            3.7e-04
    7.0
                              6.8e-04
   8.0
          3.0e-04
                    2.7e-04
                              2.5e-04
                                        2.2e-04
                                                   2.0e-04
                                                             1.8e-04
                                                                       1.7e-04
                                                                                  1.5e-04
                                                                                            1.4e-04
    9.0
          1.1e-04
                    1.0e-04
                              9.1e-05
                                        8.3e-05
                                                   7.5e-05
                                                             6.8e-05
                                                                       6.1e-05
                                                                                  5.5e-05
                                                                                            5.0e-05
```

## 20) S writing with loop

```
#include <stdio.h>
int main() {
  int rows = 15;
  int cols = 18;
  int i, j;
  for (i = 0; i < cols; i++)
     printf("*");
  printf("\n");
  for (i = 0; i < cols; i++)
  {
     if (i < 2 \mid | i > 15)
       printf("*");
     else
       printf("-");
  }
  printf("\n");
  for (i = 0; i < cols; i++)
  {
     if (i < 9 \mid | i > 15)
       printf("*");
     else
       printf("-");
  }
  printf("\n");
  for (i = 0; i < cols; i++)
  {
     if (i < 4)
       printf("*");
  }
  printf("\n");
```

```
for (i = 0; i < cols; i++)
  if (i < 4)
     printf("*");
printf("\n");
for (i = 0; i < cols; i++)
{
  if (i < 4)
     printf("*");
printf("\n");
for (i = 0; i < cols; i++)
  if (i < 5 \mid | i > 13)
     printf("*");
  else
     printf("-");
printf("\n");
for (i = 0; i < cols; i++)
{
  if (i > 13)
     printf("*");
  else
     printf("-");
printf("\n");
for (i = 0; i < cols; i++)
  if (i > 13)
     printf("*");
```

```
else
    printf("-");
}
printf("\n");
for (i = 0; i < cols; i++)
  if (i > 13)
    printf("*");
  else
    printf("-");
}
printf("\n");
for (i = 0; i < cols; i++)
{
  if (i > 13)
    printf("*");
  else
     printf("-");
}
printf("\n");
for (i = 0; i < cols; i++)
{
  if (i > 13)
    printf("*");
  else
     printf("-");
}
printf("\n");
for (i = 0; i < cols; i++)
  if (i > 13)
    printf("*");
  else
     printf("-");
printf("\n");
```

```
for (i = 0; i < cols; i++)
  if (i < 4 \mid | i > 13)
     printf("*");
  else
     printf("-");
}
printf("\n");
for (i = 0; i < cols; i++)
  if (i < 3 \mid | i > 13)
     printf("*");
  else
     printf("-");
printf("\n");
for (i = 0; i < cols; i++)
{
  if (i < 2 \mid | i > 13)
     printf("*");
  else
     printf("-");
}
printf("\n");
return 0;
```

}