5.3 (a) == (b) ; (c) if ( ( p < 0 ) || ( q < 0 ))

5.4 (a)x=2,y=2 (b)x=1,y=2

5.5

(2) if (number > 100) {

printf("Out of range");

} else if (number < 0) {

printf("Out of range");

}

else {

sum = sum + number;

}

(3) if (M1 > 60) {

if (M2 > 60) {

printf("Admitted\n");

}

} else if (T2 > 200) {

printf("Admitted\n");

}

else {

printf("No admitted\n");

}

(1)

if (grade <= 59) {

if (grade > 50) {

second = second + 1;

}

}

5.6 F T F T

5.9 (a)x=5, y=10, z=1; (b)x=5, y=10, z=1; (c)x=5, y=0, z=0; (d)x=5, y=0, z=1

5.18 ABC

5.19 10

5.20 NO OUTPUT

5.8

#include "stdio.h"

int main()

{

/\*To declear variables\*/

int price\_mac = 0;

int price\_hand = 0;

float price = 0;

float price\_1 = 0;

float price\_2 = 0;

/\*To get price of each purchase\*/

printf("Please input the price of “机械加工制品”and“手工制品”.\n");

scanf("%d %d", &price\_mac, &price\_hand);

/\*To calculate the price of machine-make purchase\*/

switch (price\_mac/100) {

case 0:

price\_1 = price\_mac;

printf( "%f",price );

break;

case 1:

price\_1 = price\_mac\*0.95;

break;

case 2:

price\_1 = price\_mac\*0.925;

break;

default:

price\_1 = price\_mac\*0.9;

break;

}

/\*To calculate the price of hand-make purchase\*/

switch (price\_hand / 100) {

case 0:

price\_2 = price\_mac\*.95;

break;

case 1:

price\_2 = price\_mac\*0.925;

break;

case 2:

price\_2 = price\_mac\*0.9;

break;

default:

price\_2 = price\_mac\*0.85;

break;

}

/\*To calculate the total amounts\*/

price = price\_1 + price\_2;

printf("The money you showed paying is: %f", price);

}

5.10

#include "stdio.h"

#include "math.h"

int main()

{

/\*To declear variables\*/

float a,b,c;

float x1;

float x2;

float ans;

/\*To get a,b,c\*/

printf("Please input 'a','b','c'\n");

scanf("%f %f %f", &a,&b,&c);

/\*Judge abc\*/

if (a == 0 && b == 0) {

printf("No answer.");

}

else if (a == 0) {

ans = -c / b;

printf("The answer is %f", ans);

}

else if ((b\*b - 4\*a\*c) < 0) {

printf("No real root.");

}

else {

x1 = (-b + sqrt(b\*b - 4 \* a\*c)) / (2 \* a);

x2 = (-b - sqrt(b\*b - 4 \* a\*c)) / (2 \* a);

printf("The answer is %f and %f", x1, x2);

}

}