

# 16.216: ECE Application Programming

Spring 2013

## Lecture 10: Key Questions

February 15, 2013

1. **Example:** What does each of the following print?

a. 

```
int i = 0;
while (i < 30) {
    if ((i % 3) == 0)
        printf("%d\n", i);
    i = i + 2;
}
```

b. *Assume input is: 3 8 -4 -7 0 5 2*  

```
do {
    scanf("%d\n",&x);
    printf("x = %d, x/2 = %d\n", x, x/2);
} while ((x > 2) || (x < 0));
```

c. *Assume input is: b c d e f g h*  

```
char c = 'a';
while (c != 'h') {
    printf("%c", c);
    scanf("%c", &c);
}
```

In today's exercise, you will start writing a program that does the following:

- Prompts the user to enter a single input character followed by an integer,  $n$ .
  - If not correctly formatted, print error, clear rest of line, and repeat prompt
- Depending on the character entered, do the following:
  - 'F' or 'f': Compute and print the factorial of  $n$ ,  $n!$ 
    - For example, if the user enters **F 5**, print **5! = 120**
    - **We'll worry about the actual process for the factorial later.**
  - 'P' or 'p': Compute  $2^n$ , but only if  $n \geq 0$ .
    - For example, if the user enters **p 2**, print **2^2 = 4**
    - Print an error if  $n < 0$ .
    - **We'll worry about the actual process for the exponent later.**
  - 'X' or 'x': Exit the program
  - In all other cases, print an error:
    - For example: Invalid command Z entered
- If the user enters any command other than 'X' or 'x', return to the initial prompt and repeat the program.

Steps in the programming exercise:

1. Draw a general flowchart for the overall program flow.
  - Treat each of the processes listed in part 2 as a single block—don't worry about the details just yet.
2. Draw smaller flowcharts for each of the following processes:
  - Reading the input character & integer until correct.
  - Computing  $n!$
  - Computing  $2^n$  if  $n \geq 0$  and printing an error otherwise.
3. Convert the flowcharts to actual code (time permitting).
  - You can write flowcharts for  $n!$  and  $2^n$ ; we'll finish the code at a later date

**Space to draw flowchart of overall program flow:**

**Flowchart for reading input character until correct:**