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System-Level Programming

Lab 6 – Part 2

1)

```
[asiegel11@gsuad.gsu.edu@snowball ~]$ ./foo.sh
x=14
[asiegel11@gsuad.gsu.edu@snowball ~]$ vi foo.sh
```

2) Foo.sh starts at x=0 and loops through the numbers 1-3. Each number is squared, and then added to the previous x value. X is then printed out.

Part B)

```
[asiegel11@gsuad.gsu.edu@snowball ~]$ ./foo.sh 5
x=55
[asiegel11@gsuad.gsu.edu@snowball ~]$
```

Part C)

```
[asiegel11@gsuad.gsu.edu@snowball ~]$ ./foo.sh 5
please input a number
5
x=55
[asiegel11@gsuad.gsu.edu@snowball ~]$
```

Part D)

```
[asiegel11@gsuad.gsu.edu@snowball ~]$ javac foo.java
[asiegel11@gsuad.gsu.edu@snowball ~]$ java foo
14
[asiegel11@gsuad.gsu.edu@snowball ~]$
```

```
public class foo {

        public static void main(String[] args){
                int x = 0, i = 1;

                while(i <= 3){
                        int s = i * i;
                        x = s + x;
                        i += 1;
                }
        System.out.println(x);
        }
}
~
```

Part E)

1)

```
[asiegel11@gsuad.gsu.edu@snowball ~]$ vi hello.c
[asiegel11@gsuad.gsu.edu@snowball ~]$ cc hello.c
[asiegel11@gsuad.gsu.edu@snowball ~]$ ./a.out
Hello,world
[asiegel11@gsuad.gsu.edu@snowball ~]$
```

2)

```
[asiegel11@gsuad.gsu.edu@snowball ~]$ cc -o hello hello.c
```

This command creates the file hello.sh

3)

```
[asiegel11@gsuad.gsu.edu@snowball ~]$ ./hello
Hello,world
```

4)

```
[asiegel11@gsuad.gsu.edu@snowball ~]$ vi myName.c
[asiegel11@gsuad.gsu.edu@snowball ~]$ cc -o name myName.c
[asiegel11@gsuad.gsu.edu@snowball ~]$ ./name
My name is Alex Siegel
[asiegel11@gsuad.gsu.edu@snowball ~]$
```

```
#include <stdio.h>

int main(void){
    printf("My name is Alex Siegel\n")
    return 0;
}
```