1. Static Variable

Write a C program that uses a static variable to count the number of times a function is called. Display the count each time the function is invoked.

```
PS C:\Users\wes\github-repos\cs3150_fall2023\In-Class 2> .\wshakespear_part1.exe Running the function 14836 times
The value of times_called is 14836
```

2. Dynamic Memory Allocation

Create a program that dynamically allocates memory for an integer array of user-defined size. Prompt the user for the array size and then input the elements. Finally, print the array in reverse order.

```
PS C:\Users\wes\github-repos\cs3150_fall2023\In-Class 2> .\wshakespear_part2.exe
How large should the array be? 10
array[
         0]: 100
         1]: 101
2]: 102
array[
array[
array[
         4]: 104
array[
         5]: 105
array[
array[
         6]: 106
array[
         8]: 108
array[
array[
         9]: 109
Here is the data in the array:
                 Value: 100
    Index
                      Value: 101
Value: 102
Value: 103
    Index
    Index
    Index
    Index
                       Value: 104
                       Value:
Value:
    Index
                                105
                                106
    Index
    Index
                       Value:
                                107
                        Value:
    Index
                                108
              9
                        Value:
                                109
    Index
```

3. Array Sum

Write a C function that calculates the sum of all elements in an integer array. Pass the array and its size as parameters to the function.

```
PS C:\Users\wes\github-repos\cs3150_fall2023\In-Class 2> .\wshakespear_part3.exe
Testing the sum function for the folowing data
{ 1, 2, 3, 4, 5, 6, 7, 8, 9, }
The sum is: 45

Testing the sum function for the folowing data
{ 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, }
The sum is: 232
```

4. Factorial Function

Implement a recursive function to calculate the factorial of a non-negative integer. The function should take an integer as input and return its factorial.

```
PS C:\Users\wes\github-repos\cs3150_fall2023\In-Class 2> .\wshakespear_part4.exe
To find the factorial enter a positive integer (0 to exit): 1
The factorial of 1 is 1
To find the factorial enter a positive integer (0 to exit): 3
The factorial of 3 is 6
To find the factorial enter a positive integer (0 to exit): 20
The factorial of 20 is 210
To find the factorial enter a positive integer (0 to exit): 100
The factorial of 100 is 5050
To find the factorial enter a positive integer (0 to exit): 0
```

5. Array Manipulation

Write a program that allows the user to perform various operations on an integer array such as finding the maximum, minimum, and average values, and reversing the array.

```
Testing the functions with the following data { 1, 2, 3, 4, 5, 6, 7, 8, 9, }
The maximum is: 9
The minimum is: 1
The average is: 5
The reversed array is now: { 9, 8, 7, 6, 5, 4, 3, 2, 1, }

Testing the functions with the following data { 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, }
The maximum is: 89
The minimum is: 1
The average is: 21
The reversed array is now: { 89, 55, 34, 21, 13, 8, 5, 3, 2, 1, 1, }
```

6. Static vs. Dynamic Memory Allocation

Explain the difference between static and dynamic memory allocation in C, and provide an example illustrating when to use each.

Static:

- Static memory is used when the size of the information is known before compilation, and when the value stored in memory needs to stay allocated for the duration of the program.

```
PS C:\Users\wes\github-repos\cs3150_fall2023\In-Class 2> .\wshakespear_part6_static.exe
[ 1] - 'Here is a sample log message'
[ 2] - 'Here is a sample log message'
[ 3] - 'Here is a sample log message'
[ 4] - 'Here is a sample log message'
[ 5] - 'Here is a sample log message'
[ 6] - 'Here is a sample log message'
[ 7] - 'Here is a sample log message'
[ 8] - 'Here is a sample log message'
[ 9] - 'Here is a sample log message'
[ 10] - 'Here is a sample log message'
```

Dynamic:

- Static memory is used when the size of the information is not known before compilation. Depending on how much information needs to be stored, the memory is allocated at runtime.

```
PS C:\Users\wes\github-repos\cs3150_fall2023\In-Class 2> <mark>.\wshakespear_part6_dynamic.exe</mark>
Please enter the total daily transactions: 5
Please enter transacton 0: 1.00
Please enter transacton 1: 500.00
                                2: -39.56
3: -28.45
Please enter transacton
Please enter transacton
                                 4: 1400.01
Please enter transacton
Please enter the daily starting balance: 100.00
          BALANCE
                             WITHDRAW
                                                DEPOSIT
               101.00
                                                       1.00
                                                     500.00
                                  -39.56
                                  -28.45
                                                    1400.01
              1933.00
```

7. Matrix Transposition

Create a function that takes a two-dimensional integer array representing a matrix and returns its transpose (rows become columns and vice versa).

```
PS C:\Users\wes\github-repos\cs3150_fall2023\In-Class 2> .<mark>\wshakespear_part7.exe</mark>
Transposing the following matrix:
                                   11
                         10
Result:
                          9
                         10
Transposing the following matrix:
   20834
            13307
                       5333
             3612
   6663
                      30225
             4410
                      27197
   17420
             5917
   11195
                      17683
             8944
                      1016
            29913
   29780
                       6830
    7794
            12555
                      26240
Result:
                      17420
                                                   29780
                                                              7794
   20834
             6663
                                11195
                                         11216
   13307
             3612
                       4410
                                5917
                                          8944
                                                   29913
                                                             12555
            30225
                      27197
                                17683
                                          1016
                                                    6830
                                                             26240
```

8. Prime Number Check

Write a function that checks if a given integer is a prime number or not. Return 1 if it's prime and 0 otherwise.

```
PS C:\Users\wes\github-repos\cs3150_fall2023\In-Class 2> .\wshakespear_part8.exe
Enter an integer to test of the absolute value is prime (0 to exit): 10
The number 10 is not prime
Enter an integer to test of the absolute value is prime (0 to exit): 11
The number 11 is prime
Enter an integer to test of the absolute value is prime (0 to exit): -13
The number 13 is prime
Enter an integer to test of the absolute value is prime (0 to exit): 56
The number 56 is not prime
Enter an integer to test of the absolute value is prime (0 to exit): 57
The number 57 is not prime
Enter an integer to test of the absolute value is prime (0 to exit): 101
The number 101 is prime
Enter an integer to test of the absolute value is prime (0 to exit): 0
```

9. String Reversal

Implement a function that reverses a string in-place. Pass the string as a character array to the function.

```
PS C:\Users\wes\github-repos\cs3150_fall2023\In-Class 2> .\wshakespear_part9.exe
Reversing the string: 'Weston Shakespear'
The reversed string is: 'raepsekahS notseW'

Reversing the string: 'I Love Computer Science'
The reversed string is: 'ecneicS retupmoC evoL I'
```

10. Recursive Fibonacci

Write a C program to calculate the nth Fibonacci number using a recursive function. Prompt the user for the value of n and display the result.

```
PS C:\Users\wes\github-repos\cs3150_fall2023\In-Class 2> .\wshakespear_part10.exe
To find the fibonacci number enter a positive integer (0 to exit): 1
Fibonacci number 1 is 1
To find the fibonacci number enter a positive integer (0 to exit): 2
Fibonacci number 2 is 1
To find the fibonacci number enter a positive integer (0 to exit): 3
Fibonacci number 3 is 2
To find the fibonacci number enter a positive integer (0 to exit): 4
Fibonacci number 4 is 3
To find the fibonacci number enter a positive integer (0 to exit): 5
Fibonacci number 5 is 5
To find the fibonacci number enter a positive integer (0 to exit): 10
Fibonacci number 10 is 55
To find the fibonacci number enter a positive integer (0 to exit): 40
Fibonacci number 40 is 102334155
To find the fibonacci number enter a positive integer (0 to exit): 0
```