

Algorithms and Programming  
Laboratory number 08

-----

Exercise 01

-----

Write a C program solving the "magic square" problem.

A "magic square" of size equal to  $n$  is a  $(n \times n)$  matrix of integers containing only integer numbers from 1 to  $(n \times n)$ , such that the sum of those values on all rows, on all columns, and on the two diagonals is the same.

The program has to receive two parameters on the command line:

- \* an integer value  $n$

- \* a name of a file

and it has to store one magic square of size  $n$  on the file.

Example

-----

If we suppose to run the program with the following two parameters

3 square.txt

it has to store in the file the following matrix:

8 3 4

1 5 9

6 7 2

which includes all numbers from 1 to 9 ( $3 \times 3$ ) and satisfy the requested criteria (all the above mentioned sums are equal to 15).

Exercise 02

-----

The reflected binary code, also known as Gray code after Frank Gray, is a binary numeral system where two successive values differ in only one bit (binary digit).

The code list for  $n$  bits can be generated recursively from the list

for  $n-1$  bits by reflecting the list (i.e. listing the entries in

reverse order), concatenating the original list with the reversed list, prefixing the entries in the original list with a binary 0, and then prefixing the entries in the reflected list with a binary 1.

Example

-----

The two codes of length equal to 1 are made-up of one 0 and one 1:

0  
1

To move from 1 to 2 bits, the list is firstly reflected (-- indicates a mirror), and then 0s are added above and 1s below the reflection point.

0	0	00
1	1	01
---	---	---
	1	11
	0	10

The process is then repeated to move from 2 to 3 bits (reflection and then 0s and 1s addition):

00	00	000
01	01	001
11	11	011
10	10	010
---	---	---
	10	110
	11	111
	01	101
	00	100
	00	100

Write a recursive program that:

- Receives  $n$  as a parameter
- Generates all Gray code on  $n$  bits, and stores the code in a dynamic matrix with  $n$  rows and  $2^n$  columns
- Prints out the resulting matrix.