3.10

(a)

if ( sales >= 5000) {

puts (“Salesare greater than or equel to $5000”);

}

else {

puts(“Salesare less than $5000”);

}

(b)

int x = 1 , product = 0;

while (x <= 10) {

product\* = x;

++x;

}

(c)

while (x<=100){

total += x;

++x;

}

(d)

while(y<=10) {

printf(“%d\n”, y);

}

3.11

(a)程式控制

(b)虛擬

(c)循序，選擇，循環

(d)矩形，稜形，圓角矩形，小圓圈

(e)順序

(f)switch

(g)條件，第，整個，整個

(h)單一出/入口

3.12

1

4

9

16

25

36

49

64

3.13

(a)printf(“ Enter your name.”);

(b)p = a \* b \* c

(c)if( x > y){

x = 10;

}

else{

x = 20;

}

(d)printf(“輸入四個數字”);

scanf(“%d %d %d %d”,a,b,c,d);

3.14

(a)printf(“輸入三個數字”);

scanf(“%d %d %d”,&a,&b,&c);

p = a \* b \* c;

printf(“乘積為%d\n”,p);

(b)printf(“輸入兩個數字”);

scanf(“%d %d”,&a,&b);

if(a>b){

printf(“最小數為%d\n”,b);

}

else{

printf(“最小數為%d\n”,a);

}

(c)while(grade != 1){

printf(“輸入成績(輸入-1即結束)”);

scanf(“%s”,&grade);

if(grade == -1){

break;

}

total += grade;

counter += 1

}

if(counter != 0){

average = total/counter;

printf(“平均是%.2f\n”,average);

}

3.15

(a)X，需要指定動作順序

(b)O

(c)X，他會在兩個不同的動作中選擇

(d)O

(e)O