

Lab instructions

Week 02

Introduction to Programming
ECS 102, 2018-19 Semester II
IISER Bhopal

decimal.c

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    float amount1 = 0.5;
```

```
    float amount2 = 0.25;
```

```
    float amount3 = 0.75;
```

```
    float amount4 = 0.875;
```

```
    float amount5 = 0.1;
```

```
    float amount6 = 0.2;
```

```
    float amount7 = 0.8;
```

```
    float amount8 = 0.9;
```

```
    printf("amount (exactly stored): %11.10f, %11.10f, %11.10f, %11.10f\n", amount1,  
    amount2, amount3, amount4);
```

```
    printf("amount (not exactly stored): %11.10f, %11.10f, %11.10f, %11.10f\n", amount5,  
    amount6, amount7, amount8);
```

```
}
```

Computer stores binary information

**Depending on the decimal value,
computer may not be able to store the
exact floating point value**

round.c

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    short int number1 = 32768;
```

```
    short int number2 = 32769;
```

```
    short int number3 = -32768;
```

```
    short int number4 = -32769;
```

```
    printf("number1(=32768): %d\n", number1);
```

```
    printf("number2(=32769): %d\n", number2);
```

```
    printf("number3(=-32768): %d\n", number3);
```

```
    printf("number4(=-32769): %d\n", number4);
```

```
}
```

The data type “short int” is of size 16 bits

It can only store data between -32768 to 32767

use_math.c

```
#include <stdio.h>

#include <math.h>

#define PI      3.1416
#define MAX     180

void main()
{
    float angle = 90;
    float angle_radian = (PI/MAX)*angle;
    float sin_angle = sin(angle_radian);
    float cos_angle = cos(angle_radian);
    float tan_angle = tan(angle_radian);

    printf("sin(angle): %5.2f\n", sin_angle);
    printf("cos(angle): %5.2f\n", cos_angle);
    printf("tan(angle): %5.2f\n", tan_angle);
}
```

**Explain the
answers**

quadratic.c

For a quadratic equation

$$ax^2 + bx + c = 0$$

write a program to calculate the roots.

Hints: Use **sqrt** similar to **sin/cos/tan** functions in **math.h**

interest_rate.c

```
#include <stdio.h>
```

```
void main()
```

```
{
```

```
    float amount = 1000;
```

```
    float interest_rate = 0.12;
```

```
    float amount_1st_year = amount + interest_rate*amount;
```

```
    printf("Amount after 1st year: %6.2f\n", amount_1st_year);
```

```
    // Determine the amount after 2nd year
```

```
}
```

**Determine the amount
after 2nd year**