REC-CIS

# GE23131-Programming Using C-2024

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| **Status** | Finished |
| **Started** | Monday, 23 December 2024, 5:33 PM |
| **Completed** | Tuesday, 29 October 2024, 9:26 AM |
| **Duration** | 55 days 8 hours |

Question **1**

Correct

Marked out of 3.00

Flag question

Write a program that determines the name of a shape from its number of sides. Read the nur
appropriate name as part of a meaningful message. Your program should support shapes wit
sides. If a number of sides outside of this range is entered then your program should display

Sample Input 1

3

Sample Output 1

Triangle

Sample Input 2

7

Sample Output 2

Heptagon

Sample Input 3

11

Sample Output 3

The number of sides is not supported.

**Answer:** (penalty regime: 0 %)

```c
#include<stdio.h>
int main()
{
    int n;
    scanf("%d", &n);

    if( n == 3 )
    {
        printf("Triangle");
    }
    else if( n == 4 )
    {
        printf("Square");
    }
    else if( n == 5 )
    {
        printf("Pentagon");
    }
    else if( n == 6 )
```

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```
    else if( n == 7 )
    {
        printf("Heptagon");
    }
    else if( n == 8 )
    {
        printf("Octagon");
    }
    else if( n == 9 )
    {
        printf("Nonagon");
    }
    else if ( n == 10 )
    {
        printf("Decagon");
    }
    else
    {
        printf("The number of sides is not supported.");
    }
}
```

| | Input | Expected | Got |
|---|---|---|---|
| | 3 | Triangle | Triangle |
| | 7 | Heptagon | Heptagon |
| | 11 | The number of sides is not supported. | The number of sides is not supp |

Passed all tests!

Question **2**

Correct

Marked out of 5.00

Flag question

The Chinese zodiac assigns animals to years in a 12-year cycle. One 12-year cycle is shown in with 2012 being another year of the Dragon, and 1999 being another year of the Hare.

| Year | Animal |
|---|---|
| 2000 | Dragon |
| 2001 | Snake |
| 2002 | Horse |
| 2003 | Sheep |
| 2004 | Monkey |
| 2005 | Rooster |
| 2006 | Dog |
| 2007 | Pig |
| 2008 | Rat |
| 2009 | Ox |
| 2010 | Tiger |
| 2011 | Hare |

Write a program that reads a year from the user and displays the animal associated with that any year greater than or equal to zero, not just the ones listed in the table.

Sample Input 1

2004

Sample Output 1

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Sample Input 2

2010

Sample Output 2

Tiger

**Answer:** (penalty regime: 0 %)

```c
#include<stdio.h>
int main()
{
    int y,z;
    scanf("%d",&y);
    z=(y-4)%12;

    if (z == 0)
    {
        printf("Rat");
    }
    else if ( z == 1)
    {
        printf("Ox");
    }
    else if( z == 2 )
    {
        printf("Tiger");
    }
    else if ( z == 3)
    {
        printf("Hare");
    }
    else if ( z == 4)
    {
        printf("Dragon");
    }
    else if ( z == 5)
    {
        printf("Snake");
    }
    else if ( z == 6 )
    {
        printf("Horse");
    }
    else if ( z == 7)
    {
        printf("Sheep");
    }
    else if ( z == 8)
    {
        printf("Monkey");
    }
    else if ( z == 9)
    {
        printf("Rooster");
    }
    else if ( z == 10 )
    {
        printf("Dog");
    }
    else if ( z == 11)
```

| | Input | Expected | Got | |
|---|---|---|---|---|
| | 2004 | Monkey | Monkey | |
| | 2010 | Tiger | Tiger | |

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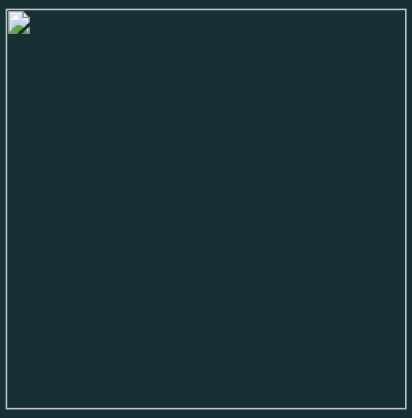
Question **3**

Correct

Marked out of 7.00

Flag question

Positions on a chess board are identified by a letter and a number. The letter identifies the co
shown below:



Write a program that reads a position from the user. Use an if statement to determine if the colu
Then use modular arithmetic to report the color of the square in that row. For example, if the use
the square is black. If the user enters d5 then your program should report that the square is whit
will always be entered. It does not need to perform any error checking.

Sample Input 1

a 1

Sample Output 1

The square is black.

Sample Input 2

d 5

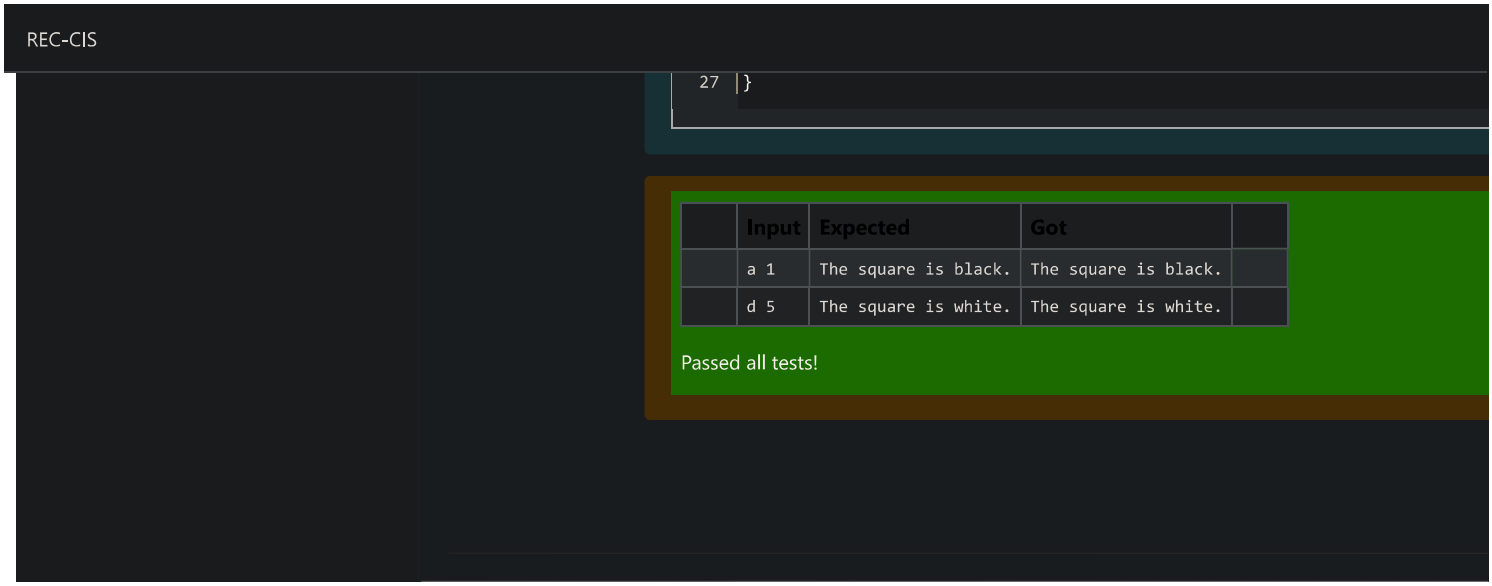
Sample Output 2

The square is white.

**Answer:** (penalty regime: 0 %)

```c
#include<stdio.h>
int main ()
{
    char l;
    int n,p;
    scanf("%c %d", &l,&p);
    n = l + 1;

    if (n%2 == 0 && p%2 == 1)
    {
        printf("The square is black. ");
    }
    else if (n % 2 == 0 && p % 2 == 0)
    {
        printf("The square is white.");
    }
    else if (n%2 == 1 && p%2 == 1)
    {
        printf("The square is white.");
    }
    else
    {
        printf("The square is black.");
```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27 }
Input
Expected
Got
a 1
The square is black.
The square is black.
d 5
The square is white.
The square is white.
Passed all tests!