

ENGG1003 - Tuesday Week 2

Examples

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Example: Testing Factors

Task: Write a C program which reads two integers from the user and tests if the second is a factor of the first, printing the result.

Eg: If the user enters 12 and 3 the program would print something like:

```
3 is a factor of 12
```

Example: Testing Factors

Lets convert the problem down into “high level” pseudocode:

BEGIN

integer x

integer y

READ x from the user

READ y from the user

Test if y is a factor of x

Tell the user the result

END

Can every line of pseudocode be turned into C? How are we going to test if one number is a factor of another?

Example: Testing Factors

Lets make an attempt at factor testing, perhaps start with:

Definition: *Factors* are numbers we can multiply together to make another number. Eg: 2 and 3 are factors of 6 as $2 \times 3 = 6$.

Is this definition useful for this problem? Is it easy to turn this definition into C code?

Example: Testing Factors

No, not really. C can't easily do “can I find another integer that multiplies with y to make x ”. That instruction is not *executable*.

Lets try again:

An integer, y , is a factor of a number, x , if the integer evaluation of $x \div y$ has no remainder.

Can *this* become C code?

Example: Testing Factors

YES! We can use the modulus operator, $\%$, to test if a division has no remainder with the code:

```
1 if ( (x % y) == 0 ) {  
2     // y is a factor of x  
3 }
```

Given the rules of integer arithmetic, you can also do:

```
1 if (x - (x/y) * y == 0) {  
2     // y is a factor of x  
3 }
```

as $(x/y) * y$ does not equal x if x/y has a remainder!

Modulus Example - Factor Testing

With this fact, lets tweak the pseudocode:

```
BEGIN
    integer x
    integer y
    READ x from the user
    READ y from the user
    IF (x % y) == 0
        PRINT y is a factor of x
    ELSE
        PRINT y is NOT a factor of x
    ENDIF
END
```

Modulus Example - Factor Testing

...and convert each line to C:

(`printf()` ; output changed to fit on slide)

(C Code is almost missing `#include <stdio.h>`)

Pseudocode

```
BEGIN
  integer x
  integer y
  READ x from the user
  READ y from the user
  IF (x % y) == 0
    PRINT y is a factor
  ELSE
    PRINT y isn't a factor
  ENDIF
END
```

C Code

```
int main() {
  int x;
  int y;
  scanf("%d", &x);
  scanf("%d", &y);
  if( (x % y) == 0) {
    printf("%d is a factor\n", y);
  } else {
    printf("%d isn't factor\n", y);
  }
}
```


Modulus Example - Code with Prompt

```
1 #include <stdio.h>
2 int main() {
3     int x, y;
4     printf("Enter an integer: ");
5     scanf("%d", &x);
6     printf("Enter another integer: ");
7     scanf("%d", &y);
8     if(x % y == 0) { // ie: if the remainder is zero
9         printf("%d is a factor of %d\n", y, x);
10    } else {
11        printf("%d is NOT a factor of %d\n", y, x);
12    }
13    return 0;
14 }
```

Factor Testing Discussion

- Is this code *robust*?
- Can the user enter numbers which make the code produce the wrong number?
- What happens if $y > x$?
 - ▶ It might be fine, it might not. Have a think about it and do some testing in the lab
- Get in the habit of testing code, both with “expected” input and “weird” input
- What happens if you enter letters instead of numbers? Or negatives? Or ask where the bathroom is?

Confused so Far?

PASS would be a good
thing to attend

Monday	10-11pm	HE28
Wednesday	11-12pm	HC02
Thursday	12-1pm	RW219

Modulus Example 2 - Factorisation

- We now know how to test if a number is a factor of another
- What about a full factorisation?

Task: Write a C program which outputs all of the factors of a given integer.

Modulus Example 2 - Factorisation

- How does factorisation happen, anyway?
 - ▶ Normally? In your head. “Dream up” the answer.
 - ▶ On a computer? We can *brute force* it.
 - ie: Simply test every integer which might work
 - ▶ All factors of a number, k , are in the range $[1,k]$
 - 1 and k are always factors, so explicitly testing them is optional
 - ▶ They are also all integers
 - ▶ Thankfully, this is a finite number of tests
- Faster algorithms probably exist
 - ▶ You would need to consult number theory literature
 - ▶ This is beyond my knowledge

Modulus Example 2 - Factorisation

- How can we test lots of numbers?
 - ▶ The program needs to count
 - ▶ The input is unknown, so we need a loop
 - ▶ We can't "hard code" counting when we don't know when counting needs start and/or stop!

Modulus Example - Factorisation

Lets write some pseudocode for the factorisation problem. We start with something really “high level”:

BEGIN

Integer x

READ a value for x from the user

Calculate x's factors

PRINT x's factors

END

Modulus Example - Factorisation

Now lets *imply* a loop, but not explicitly write it:

```
BEGIN
```

```
Integer x
```

```
READ a value for x from the user
```

```
Test if every integer from 1 to x is a factor of x
```

```
PRINT x's factors
```

```
END
```


Modulus Example - Factorisation

- How do we code “Test if every integer from 1 to x is a factor of x ”?

- Well, we know how to test one integer, n :

```
if( x % n == 0)
```

- How do we *count*?

- With what we know so far? A `while()` loop!

```
integer count = 1  
WHILE count <= n  
    count = count + 1 // Counts from 1 to n  
ENDWHILE
```

- A “better” method will be shown later with `for(;;)` loops

Modulus Example - Factorisation

```
BEGIN
  integer x
  integer count = 1
  READ a value for x from the user
  WHILE (count <= x)
    IF (x % count) == 0
      PRINT <count> is a factor of <x>
    ENDIF
    count = count + 1
  ENDWHILE
END
```

Modulus Example - Factorisation

- Notice the `PRINT` statement *inside* the loop
 - ▶ Previous pseudocode has factorisation and printing as different steps
- This means we don't need to remember a list of factors as we go
- We will learn how to work with lists later
 - ▶ C calls a list of variables an *array*
- Lets read and run the final program...

Modulus Example - Factorisation

```
1 #include <stdio.h>
2 int main() {
3     int count = 1, x;
4     printf("Enter an integer to factorise: ");
5     scanf("%d", &x);
6     while(count <= x) {
7         if(x % count == 0) // If the remainder is zero
8             printf("%d is a factor of %d\n", count, x);
9         count++;
10    }
11    return 0;
12 }
```

Modulus Example - Factorisation

Example output:

```
Enter an integer to factorise: 76545478
1 is a factor of 76545478
2 is a factor of 76545478
38272739 is a factor of 76545478
76545478 is a factor of 76545478
```

Is it correct? Check output with Wolfram Alpha

Observation: A modified version of this code (with `unsigned int`) takes around 15 seconds to factorise 4294967294

Discussion

- Pay close attention to the value of `count`
- It is initialised to 1
- It is used *before* incrementing it
- Incrementing is the last thing in the loop
- The loop *condition* is “less than *or equal to*” so that `x` itself is explicitly tested as a factor
 - ▶ Remember that 1 and `x` are always factors of `x`?
 - ▶ This method is not optimised - speed improvements exist

Square Root Algorithm

- The square root lab task includes the following formula:

$$x_{k+1} = \frac{1}{2} \left(x_k + \frac{n}{x_k} \right) \quad (1)$$

- Last year this expression confused many

Square Root Algorithm

$$x_{k+1} = \frac{1}{2} \left(x_k + \frac{n}{x_k} \right) \quad (2)$$

- It describes how x changes with “time”
- x “now” is x_n
- x in the future is x_{n+1}
- The equation describes how the $=$ symbol behaves on a computer

Another Simple Example

$$x_{k+1} = x_k + 1 \quad (3)$$

- In C: `x = x + 1`
- Before the line is executed `x` has a value
- The calculation of `x + 1` is done
- The result then becomes the *new* value of `x`

Square Root Algorithm

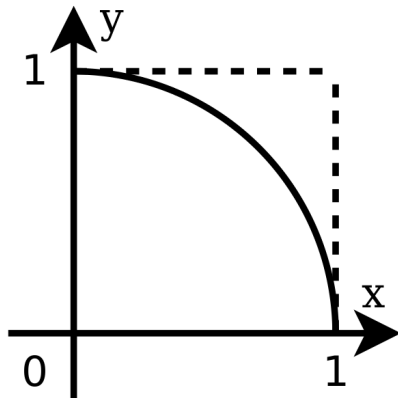
$$x_{k+1} = \frac{1}{2} \left(x_k + \frac{n}{x_k} \right) \quad (4)$$

- In C: `x = 0.5 * (x + n/x)`
- Before the line is executed `x` has a value
- The calculation of `0.5 * (x+n/x)` is done
- The result then becomes the *new* value of `x`
- Write this code in the lab

Case Study: Calculating π

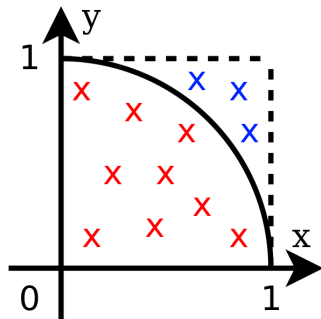
Consider a quadrant of a unit circle ($r = 1$) with a square around it:

- Area of the square $A_1 = 1$
- Area of the circle quadrant $A_2 = \frac{\pi r^2}{4} = \frac{\pi}{4}$
- Ratio of areas $\frac{A_2}{A_1} = \frac{\pi}{4}$
- Therefore $\pi = 4 \times \frac{A_2}{A_1}$



Case Study: Calculating π

- We can't calculate the area ratio without knowing π cd ..
- Estimate it by:
 - ▶ Randomly picking many points inside the square
 - ▶ Test if the point is inside the circle with $x^2 + y^2 < 1$



- $$\pi \approx 4 \times \frac{\text{Number of points which land inside circle}}{\text{Total number of points tested}} = 4 \times \frac{9}{12} = 3$$

Algorithm for Calculating π

BEGIN

integer countTotal = 0

integer countInside = 0

WHILE countTotal < A large number

 x = random number between 0 and 1

 y = random number between 0 and 1

 countTotal = countTotal + 1

 IF $x^2 + y^2 < 1$

 countInside = countInside + 1

 ENDIF

ENDWHILE

pi = $4 \times \text{countInside} / \text{countTotal}$

PRINT pi

END