Sri Lanka Institute of Information Technology

Examinations   Lockdown Browser   Practice Test

Write a C program to display a table of squares of integers from 1 to N. N should be entered from the keyboard and should be a positive number. If a user enters a negative number for N, the program should repeatedly ask for a positive number after giving an error message.

Sample Output:

Enter Number : -6

Invalid Number. Enter Number: -1

Invalid Number. Enter Number: 3

1

2 2
2 2

3 3 3
3 3 3
3 3 3

for (i = 1 ; i <= n ; i++)

for (j = 1; j <= i ; j++)

for(k = 1; k <= i ; k++)

printf("%d", i):

1
1 2
1 2
1 2 3
1 2 3
1 2 3

Marking Guide

Declaring meaningful variable names - 0.5 mark
Using correct data types for variables - 0.5 mark
Taking keyboard inputs - 0.5 mark
Validate input - 2.0 marks
Correct use of repetition - 4.0 marks
Display output correctly - 0.5 mark
Formatting of output - 0.5 mark
Coding standards - 0.5 mark
Correct compilation of program - 0.5 mark

A race has 2 rounds and a player can get a score between 0 - 7 in each round. The player who obtained the highest average score is considered as the winner. Write a C program to read the scores of a player for all 2 rounds from the key board and calculate and display the average score. First, the program should ask the user to enter the number of players participating for the race, and calculate the average score for that many players.

Sample output

How many players are in the race : 2

Enter the scores of player 1 (between 0 -7)

　　round 1 - 5

　　round 2 - 7

　　average score - 6.0

Enter the scores of player 2 (between 0 - 7)

　　round 1 - 4

　　round 2 - 3

　　average score - 3.5

A race has 3 rounds and a player can get a score between 0 - 4 in each round. The player who obtained the highest average score is considered as the winner. Write a C program to read the scores of a player of all 3 rounds from the key board and calculate and display the average score. After entering the scores for one player, the program should ask from the user whether he/she wants to enter the scores of another player. If user says 'y' or 'Y', the program should continue entering the scores. If user says 'n' or 'N', the program should stop reading scores from the keyboard.

Sample output

Enter the scores of player 1(between 0 - 4)

    round 1 - 3

    round 2 - 2

    round 3 - 3

    average score - 2.67

Do you want to enter the scores of another player (y/n) ? y

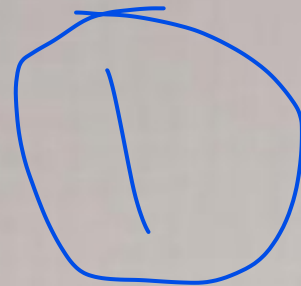Enter the scores of player 2 (between 0 - 4)

    round 1 - 4

    round 2 - 3

    round 3 - 3

    average score - 3.37

Do you want to enter the scores of another player (y/n) ? n

A race has 4 rounds and a player can get a score between 0 - 5 in each round. The player who obtained the highest average score is considered as the winner. Write a C program to read the scores of a player for all 4 rounds from the key board and calculate and display the average score. First, the program should ask the user to enter the number of players participating for the race , and calculate the average score for that man players.

Sample output

How many players are in the race : 2

Enter the scores of player 1 (between 0 -5)

round 1 - 3

round 2 - 2

round 3 - 3

round 4 - 2

average score - 2.5

Enter the scores of player 2 (between 0 - 5)

round 1 - 4

round 2 - 3

round 3 - 3

round 4 - 4

average score - 3.5

A race has 5 rounds and a player can get a score between 0 - 8 in each round. The player who obtained the highest average score is considered as the winner. Write a C program to read the scores of a player of all 5 rounds from the key board and calculate and display the average score. After entering the scores for one player, the program should ask from the user whether he/she wants to enter the scores of another player. If user says 'y' or 'Y', the program should continue entering the scores. If user says 'n' or 'N', the program should stop reading scores from the keyboard.

Sample output

Enter the scores of player 1(between 0 - 8)

   round 1 - 3

   round 2 - 2

   round 3 - 3

   round 4 - 6

   round 5 - 5

   average score - 3.8

Do you want to enter the scores of another player (y/n) ? y

Enter the scores of player 2 (between 0 - 8)

   round 1 - 4

   round 2 - 3

   round 3 - 3

   round 4 - 5

   round 5 - 4

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Finish attempt

Time left 0:38:

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A Burger outlet is offering a promotion for the month of April to the customers. Write a C program to input the burger type ('1' for Regular, '2' for Cheese Burger and '3' for Double Layer) and quantity and calculate the total amount to be paid by the customer. An extra charge will be taken for the type of the burger. Price of a Burger is Rs.500.00.

Burger Type	Extra Charge per Burger
1	No extra Charge
2	Rs. 50.00
3	Rs. 100.00

The C program should allow the user to enter orders until the user input a number other than 1,2,3 as the burger type.

Sample output

```
Enter Burger Type   :  1
Enter Quantity      :  3
Total Price     Rs:  1500.00


Enter Burger Type   :  2
Enter Quantity      :  3
Total Price     Rs:  1650.00


Enter Burger Type   :  -1
```

Write a C Program to get input of 5 marks(0-100) and calculate and display the average. Get the user input as int and get the output as float. Give the output to 2 decimal places. If the user inputs and invalid value, give an error message and take that user input again. (while / for)...

```
C:\Users\Randula Mawaththa\Desktop\my answers\Page 04.1.exe

Input the mark number 1 : 93
Input the mark number 2 : -13
Invalid input!!
Input the mark number 2 : 84
Input the mark number 3 : 65
Input the mark number 4 : 34
Input the mark number 5 : 102
Invalid input!!
Input the mark number 5 : 85

Average of the 5 marks is : 72.20


------------------------------------
Process exited after 20.92 seconds with return value 0
Press any key to continue . . .
```

Introduction to Programming module has 3 online exams and you are suppose to write a C program to read the marks of a student for all 3 exams from the key board and display the total mark. Assume that the marks are in the range of 0 - 10. After entering the marks for one student, the program should ask from the user whether he/she wants to enter the marks of another student. If user says 'y' or 'Y', the program should continue entering the marks. If user says 'n' or 'N', the program should stop reading marks from the keyboard.

Sample output

Enter the marks of Student 1(between 0-10)

    mark 1 - 10

    mark 2 - 6

    mark 3 - 7

    Total marks - 23

Do you want to enter mark of another student(y/n)? y

Enter the marks of Student 2(between 0-10)

    mark 1 - 8
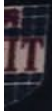
    mark 2 - 6

    mark 3 - 7

    Total marks - 21

Do you want to enter mark of another student(y/n)? n

Marking Guide

Declaring meaningful variable names - 0.5 mark

Introduction to Programming module has 3 online exams and you are suppose to write a C program to read the marks of a student of all 3 exams from the key board and display the total mark. Assume that the marks are in the range of 0 - 10. First, the program should ask the user to enter the number of students taking this module, and calculate the total marks for that many students.

Sample output

How many students are in the module : 2

Enter the marks of Student 1(between 0 - 10)

    mark 1 - 10

    mark 2 - 6

    mark 3 - 7

    Total marks - 23

Enter the marks of Student 2 (between 0 - 10)

    mark 1 - 8

    mark 2 - 6

    mark 3 - 7

    Total marks - 21

Marking Guide

Declaring meaningful variable names - 0.5 mark
Using correct data types for variables - 0.5 mark
Correct loop - 5.0 marks
Correct calculation - 0.5 mark

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Introduction to Programming module has 4 online exams and you are suppose to write a C program to read the marks of a stud for all 4 exams from the key board and display the total mark. Assume that the marks are in the range of 0-20. After entering th marks for one student, the program should ask from the user whether he/she wants to enter the marks of another student. If us says 'y' or 'Y', the program should continue entering the marks. If user says 'n' or 'N', the program should stop reading marks fro the keyboard.

Sample output

Enter the marks of Student 1(between 0-20)

    mark 1 - 10

    mark 2 - 6

    mark 3 - 7

    mark 4 - 8

    Total marks - 31

Do you want to enter mark of another student(y/n)? y

Enter the marks of Student 2(between 0-20)

    mark 1 - 8

    mark 2 - 6

    mark 3 - 7

    mark 4 - 9

    Total marks - 30

Do you want to enter mark of another student(y/n)? n

Marking Guide

Write a C program to input a number N from the keyboard and display its table as shown below. If a user enters a negative number for N, the program should repeatedly ask for a positive number after giving an error message.

Sample Output:

Enter Number : -7

Invalid Number.

Enter Number : -3

Invalid Number.

Enter Number : 4

```
4 x 1  = 4
4 x 2  = 8
4 x 3  = 12
4 x 4  = 16
4 x 5  = 20
4 x 6  = 24
4 x 7  = 28
4 x 8  = 32
4 x 9  = 36
4 x 10 = 40
4 x 11 = 44
4 x 12 = 48
```

Course: Introductio...   Online Test2 - Week...

A Pizza outlet is offering a promotion for the month of April to the customers. Write a C program to input the pizza type ('1' for Vegetable, '2' for Chicken and '3' for fish) and quantity and calculate the total amount to be paid by the customer. A discount is given for the orders more than 3 pizzas based on the Pizza type, as shown in the table below;

Pizza Type	Price of a Pizza	Discount
1	Rs. 1000.00	10%
2	Rs. 1600.00	12%
3	Rs. 1400.00	15%

The program should allow the user to enter orders until -1 is entered.

Sample output

```
Enter Pizza Type     :   1
Enter Quantity       :   2
Total Price     Rs :   2000.00


Enter Pizza Type     :   2
Enter Quantity       :   4
Total Price     Rs :   5632.00


Enter Pizza Type        -1
```

Write a C program to find the winner of a bowling game which consists of 3 rounds. The progra
allow the user to enter the player number (integer) and the score for three rounds. The winne
the person with the maximum total score. The program should first input the number of player
game and allow the user to enter scores for all players.

Sample output

Input number of players : 3

Input player number   : 1
Input score 1   : 8
Input score 2   : 7
Input score 3   : 9
Total score   : 24

Input player number   : 2
Input score 1   : 6
Input score 2   : 8
Input score 3   : 6

Input number of players : 3

Input player number   : 1
Input score 1   : 8
Input score 2   : 7
Input score 3   : 9
Total score   : 24

Input player number   : 2
Input score 1   : 6
Input score 2   : 8
Input score 3   : 6
Total score   : 20

Input player number   : 3
Input score 1   : 5
Input score 2   : 8
Input score 3   : 9
Total score   : 22

The winner is player Number : 1

Marking Guide

Declaring meaningful variable names - 0.5 mark
Using correct data types for variables - 0.5 mark
Taking keyboard inputs - 0.5 mark

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

Write a C program to input the items purchased by a retailer from a distributor and find the total price to be paid by the retailer. The items and the prices of each item is shown below;

Item number	Unit Price
1	300.25
2	145.50
3	525.00

An order can consist of many items until the user enters -1 to complete an order. The program should display the Total price paid for a single order.

Sample output

Enter item   : 1
Enter Quantity : 50

Enter item   : 2
Enter Quantity : 100

Enter item   : -1
Total Price to pay Rs : 29562.50

Write a C program to print a square chessboard up to N x N size as shown below. N should be entered from the keyboard and should be a positive number. If a user enters a negative number for N, the program should repeatedly ask for a positive number after giving an error message.

Sample Output:

Enter Number : -6

Invalid Number.

Enter Number: -1

Invalid Number.

Enter Number: 5

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* * * * *

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Write a C program to input the items purchased by a customer at a Stationary Shop and find the total price to be paid by the customer. The items and the prices of each item is shown below;

Item number	Unit Price
1	30.00
2	45.00
3	55.50

An order can consist of many items until the user enters -99 to complete an order. The program should display the Total price paid for a single order.

Sample output

Enter item   : 1
Enter Quantity : 5

Enter item   : 2
Enter Quantity : 10

Enter item   : -99
Total Price to pay Rs : 600.00