

# Correction

Fiche n°4 : Types de données, etc.

## Exercice 0

```
#include <stdio.h>
#include <stdlib.h>
int main()
```

```
{
    float *t, tmp;
```

```
    int i, j, n;
```

```
    printf("taille tableau");
```

```
    scanf("%d", &n);
```

```
    t = (float*) malloc(n * sizeof(float));
```

```
    for (i = 0; i < n; i++)
```

```
    {
        printf("Saisir l'element n %d", i+1);
        scanf("%f", &t[i]);
    }
```

```
    printf("Avant tri | n ");
```

```
    for (i = 0; i < n; i++)
```

```
    {
        printf("%f | t", t[i]);
```

```
    }
    for (i = 0; i < (n-1); i++) {
```

```
        if (t[i] < 0)
```

```
        {
            for (j = i+1; j < n; j++)
```

```
            if (t[i] < 0) {
```



```

for (j = i+1; j < n; j++)
{
    if (t[j] < t[i])
    {
        tmp = t[i];
        t[i] = t[j];
        t[j] = tmp;
    }
}
}
printf("Après tri \n");
for (i = 0; i < n; i++) printf("%d ", t[i]);
return 0;
}

```

### Exercice 1

```

#include <stdio.h>
#include <stdlib.h>
int main()
{
    int i, nombre, *tab, N;
    printf("entrer la taille du tableau ");
    scanf("%d", &N);
    tab = (int *) malloc (N * sizeof (int));
    for (i = 0; i < N; i++)
    {
        printf("entrer l'element %d", i+1);
        scanf("%d", &tab[i]);
    }
}

```



```

printf("entrez le nombre à vérifier");
scanf("%d", &nombre);
while (i > 0 && tab[i-1] != nombre)
    i--;
if (i < 0) (i == 0)
    printf("%d n'existe pas", nombre);
else
    printf("%d existe", nombre);
return 0;
}

```

### Exercice 2

```

#include <stdio.h>
#include <stdlib.h>
int main()
{
    int i, *t, n, j, k, covid;
    printf("entrez la taille du tableau \n");
    scanf("%d", &n);
    t = (int*) malloc(n * sizeof(int));
    printf("saisir les éléments du tableau \n");
    for (i = 0; i < n; i++)
    {
        printf("t[%d]", i);
        scanf("%d", &t[i]);
    }
}

```



```

for (i=0 ; i < n ; i++) {
    K=0;
    covid = 0 ;
    for (j=0 ; j < n ; j++) {
        if (t[i] == t[j])
            K++;
        if (t[i] == t[j] && j < i)
            covid = 1 ;
        if (covid == 0)
            printf ("%d est present %d fois",
                    t[i], K);
    }
}

```

return 0;

}

### Exercice 3

```

#include <stdio.h>
#include <stdlib.h>
int main ()
{
    int i, n ;
    float *t, min, max, som = 0 ;
    printf ("la taille du tableau\n");
    scanf ("%d", &n);
}

```



```

t = (float *) malloc (n * size of (float));
printf ("Saisir les poids\n");
for (i = 0; i < n; i++)
{
    printf ("t[%d]:", i);
    scanf ("%f", &t[i]);
    som += t[i];
    if (i == 0)
    {
        min = i;
        max = i;
    }
    else
    {
        if (t[min] > t[i])
            min = i;
        if (t[max] < t[i])
            max = i;
    }
}
printf ("%f %f %f", t[min], t[max],
        som/n);
return 0;
}

```

### Exercice 4

```

#include <stdio.h>
#include <stdlib.h>

```



```
int main()
```

```
{ int *tab, i, n, j, som = 0, existe;
```

```
printf("Saisir la taille du tableau (n)");
```

```
scanf("%d", &n);
```

```
tab = (int*) malloc (n * sizeof(int));
```

```
for (i = 0; i < n; i++)
```

```
{ printf("tab[%d]", i+1);
```

```
scanf("%d", &tab[i]);
```

```
existe = 0;
```

```
for (j = 0; j < i; j++)
```

```
{ if (tab[i] == tab[j])
```

```
{ existe = 1;
```

```
i--;
```

```
break; }
```

```
}
```

```
if (existe == 1)
```

```
printf("valeur existe");
```

```
else
```

```
som = som + tab[i];
```

```
}
```

```
printf("Somme = %d", som);
```

```
return 0;
```

```
}
```

```
}  
t[max]
```



Fiche n° 5 : Sous-programmes  
Exercice 1

```
#include <stdio.h>
#include <stdlib.h>
typedef struct Etudiant
{
    char nom[20], prenom[30];
    float note1, note2, moy;
} Etudiant;
int main()
{
    int i=0, n;
    float *tab;
```

```
#include <stdio.h>
#include <stdlib.h>
typedef struct Etudiant
{
    char
    char
    float *noteS1, *noteS2;
    float moy1, moy2, moy;
} Etudiant;
```



```
int main ( )
```

```
{ Etudiant *tab;
```

```
int n, n1, n2, i, j;
```

```
printf ("entrez le nombre d'etudiant");
```

```
scanf ("%d", &n);
```

```
tab = (Etudiant *) malloc (n * sizeof (Etudiant));
```

```
printf ("entrez le nombre de note du semestre 1);
```

```
scanf ("%d", &n1);
```

```
printf ("entrez le nombre de note du semestre 2);
```

```
scanf ("%d", &n2);
```

```
for (i = 0; i < n; i++)
```

```
{
```

```
tab[i].moy1 = 0;
```

```
tab[i].moy2 = 0;
```

```
tab[i].noteS1 = (float *) malloc (n1 * sizeof  
(float))
```

```
tab[i].noteS2 = (float *) malloc (n2 * sizeof  
(float))
```

```
printf ("entrez le prenom de l'etudiant n %d", i+1);
```

```
gets (tab[i].prenom);
```

```
printf ("entrez le nom de l'etudiant n %d", i+1);
```

```
scanf ("%s", tab[i].nom);
```



```

printf("Semestre 1");
for (j=0; j < n1; j++)
{
    printf("entrer la note n %d", j+1);
    scanf("%f", &tab[i].note S1[j]);
    tab[i].moy1 += tab[i].note S1[j];
}
printf("Semestre 2");
for (j=0; j < n2; j++)
{
    printf("entrer la note n %d", j+1);
    scanf("%f", &tab[i].note S2[j]);
    tab[i].moy2 += tab[i].note S2[j];
}
tab[i].moy1 /= n1;
tab[i].moy2 /= n2;
tab[i].moy = (tab[i].moy1 + tab[i].moy2) / 2;
}
for (i=0; i < n-1; i++)
{
    if (tab[i].moy < tab[i+1].moy)
    {
        tmp = tab[i];
        tab[i] = tab[i+1];
        tab[i+1] = tmp;
    }
}

```



```
printf("Classement");  
for (i=0; i<n; i++)  
{ printf("%5s", tab[i].prenom);  
  printf("%5s", tab[i].nom);  
  printf("moyenne S1 %2f", tab[i].moy1);  
  printf("moyenne S2 %2f", tab[i].moy2);  
  printf("moyenne annuelle %2f", tab[i].moy);  
}  
return 0;
```



## Exercice 2

```
#include <stdio.h>
#include <string.h>
typedef struct CompteBancaire
{
    int numero;
    char nom[20], prenom[40];
    int solde;
} CompteBancaire;

// Ouverture d'un compte
CompteBancaire ouvrir (char *nom, char *prenom)
{
    CompteBancaire A;
    static int i = 1;
    A.numero = i++;
    A.solde = 0;
    strcpy (A.nom, nom);
    strcpy (A.prenom, prenom);
    return A;
}

// retrait
void retrait (CompteBancaire *A, int montant)
{
    if (*A.solde >= montant)
    {
        *A.solde -= montant;
    }
}
```



```

    printf("retrait effectuer");
}
else
{
    printf("solde insuffisant");
}
}
// depot d'un montant
void depot (CompteBancaire *A, int montant)
{
    *A.solde += montant;
    printf("depot effectuer");
}
// virement vers un autre compte
void virement (CompteBancaire A, CompteBancaire B, int montant)
{
    if (A.solde >= montant)
    {
        depot (&B, montant);
        retrait (&A, montant);
    }
}
// Afficher
void affichage (CompteBancaire A)
{
    printf ("%5 %5", A.nom, A.prenom);
    printf ("%d", A.solde);
    printf ("%d", A.numero);
}

```



```

int main ()
{
    CompteBancaire ouvrir (void)
    {
        CompteBancaire A;
        A.numero = i++;
        printf ("entrez votre nom");
        scanf ("%s", A.nom);
        printf ("entrez votre prenom");
        scanf ("%s", A.prenom);
        printf ("entrez votre solde");
        scanf ("%f", A.solde);
        return A;
    }
}

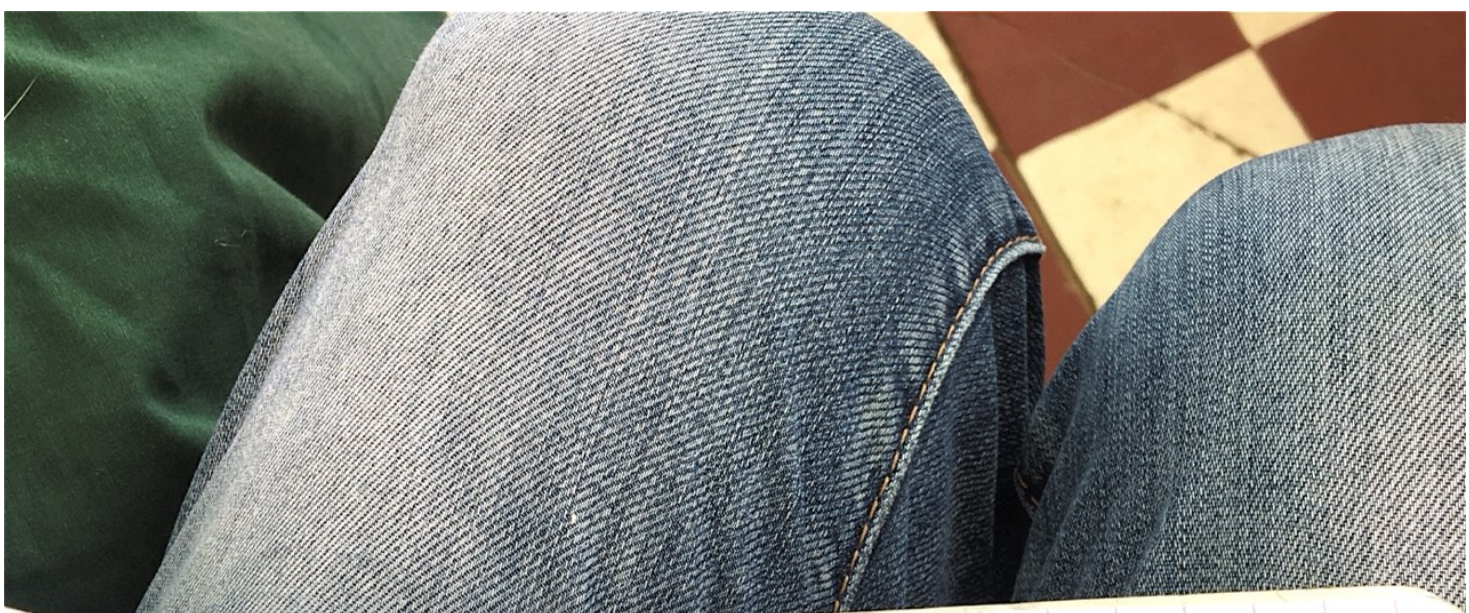
```

```

int main ()
{
    Compte A, B;
    int montant 1;
    A = ouvrir ();
    B = ouvrir ();
    printf ("entrez le montant");
}

```





```
scanf ("%d", &montant 2);  
retrait (&A, montant 2);  
depot (&A, montant 2);  
virement (A, B, &montant);  
afficher (A); afficher (B);  
return 0;
```

}