1   NOTE 0.3A
2   **Part 1 of the "How Not to Program" Series**
3
4   /* Program to reverse and output the digits of a number entered by the user */
5
6   #include <stdio.h>
7   #define Twas int
8   #define the
9   #define night main()
10   #define before {
11   #define Christmas int number, rightDigit, sign = 0;
12   #define And
13   #define all printf("Enter your number: ");
14   #define through scanf("%d", &number);
15   #define house if (number < 0)
16   #define Not
17   #define a
18   #define creature {
19   #define was number = -number;
20   #define stirring sign = 1;
21   #define even }
22   #define mouse do
23   #define The {
24   #define stockings rightDigit
25   #define were = number
26   #define hung %
27   #define By 10;
28   #define chimney printf("%d", rightDigit);
29   #define with number /=
30   #define care 10;
31   #define In }
32   #define hopes while
33   #define that (number);
34   #define Saint if (sign)
35   #define Nicholas puts("-");
36   #define Soon else
37   #define would putchar('\n');
38   #define be return 0;
39   #define there }
40
41   /* Begin actual program */
42
43   Twas the night before Christmas
44   And all through the house
45   Not a creature was stirring
46   Not even a mouse
47
48   The stockings were hung
49   By the chimney with care
50   In hopes that Saint Nicholas
51   Soon would be there
52

1   NOTE 0.3B
2   **Part 2 of the "How Not to Program" Series**
3
4   /* Program to reverse and output the digits of a number entered by the user */
5   /* Identically the same program as in Part 1 */
6
7   int cdecl printf(const char *format,...);int cdecl scanf(const char *format,...);int main(){int number,
8   rightDigit,sign=0;printf("Enter your number: ");scanf("%d", &number);if(number<0){number=−number
9   ;sign=1;}do{rightDigit=number%10;printf("%d",rightDigit);number/=10;}while(number);if(sign)puts
10   ("−");else putchar('\n');return 0;}
11
12   /* Sample program runs - Part 1 or Part 2 */
13
14   Enter your number: −123
15   321−
16
17   Enter your number: 5678
18   8765
19
20
21
22
23
24   **Part 3 of the "How Not to Program" Series**
25
26   /*
27   * Reproduced from "The New Hacker's Dictionary" from the entry 'Obfuscated C Contest'.
28   * Program to compute an approximation (3.141) of pi - by Brian Westley, 1988.
29   * Accuracy of approximation increases as the physical size of the "pie" increases and becomes
30   * "rounder".
31   */
32

```
33       #include <stdio.h>
34       #define _ 0xF<00? --F<00||--F-OO--:-F<00||--F-OO--;
35       int F=00,OO=00;
36       main() {F_OO();printf("%1.3f\n",4.* -F/OO/OO);}F_OO()
37       {
38                              _-_-_-_-_
39                            _-_-_-_-_-_-_-_
40                          _-_-_-_-_-_-_-_-_-_
41                        _-_-_-_-_-_-_-_-_-_-_-_
42                      _-_-_-_-_-_-_-_-_-_-_-_-_
43                      _-_-_-_-_-_-_-_-_-_-_-_-_
44                    _-_-_-_-_-_-_-_-_-_-_-_-_-_
45                    _-_-_-_-_-_-_-_-_-_-_-_-_-_
46                    _-_-_-_-_-_-_-_-_-_-_-_-_-_
47                    _-_-_-_-_-_-_-_-_-_-_-_-_-_
48                    _-_-_-_-_-_-_-_-_-_-_-_-_-_
49                    _-_-_-_-_-_-_-_-_-_-_-_-_-_
50                      _-_-_-_-_-_-_-_-_-_-_-_-_
51                        _-_-_-_-_-_-_-_-_-_-_-_
52                          _-_-_-_-_-_-_-_-_-_
53                            _-_-_-_-_-_-_-_
54       }
```

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