

## Homework 3

### 5.32) *Guess The Alphabet*

#### Code

```
1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <time.h>
4  #include <ctype.h>
5
6  // initialize functions
7  void introduction();
8  char getUserGuess();
9  void guessTheLetter(int);
10 int compareLetters(char, char);
11
12
13 int main(void)
14 {
15     int random;
16
17     // display intro
18     introduction();
19
20     // choose a random letter
21     srand(time(NULL));
22     random = rand()%(26)+65; //26 is letters in English alphabet, 65 is ASCII for A
23
24     printf("\n***Random letter is %c***\n", random); // Shows the random letter if needed
25     // call the guessTheLetter function and pass it the random letter
26     guessTheLetter(random);
27
28     return 0;
29 } // end function main
30
31
32 void guessTheLetter(int random)
33 {
34     char guess;
35     int count = 0;
36     int win = 0;
37
38     // loop until user wins
39     while (win == 0)
40     {
41         // call getUserGuess function and get a guess
42         guess = getUserGuess();
43
44         // turn guess into uppercase
45         guess = toupper(guess);
46
47         // call the compareLetter function and pass it the random and guess
48         win = compareLetters(random, guess);
49
50         count++; // increment count
51     }
```

```
52     // check if the user has won or not
53     if (win == 0)
54     {
55
56         if (guess < random) {
57             printf("%d. Way behind! Please try again.\n",count);
58
59         }
60         else if (guess > random) {
61             printf("%d. Way ahead! Please try again.\n",count);
62         }
63     }
64
65     else if (win == 1)
66     {
67         printf("%d. Great! Your guess is right!\n", count);
68
69         if (count < 5)
70             printf("Either you know the secret or you are lucky!\n\n");
71         else if (count == 5)
72             printf("I guess you know the secret!\n\n");
73         else
74             printf("You should be able to do better!\n\n");
75     }
76 } // end while
77
78
79 } // end function guessTheLetter
80
81
82 void introduction()
83 {
84     printf("\nI have selected a character between A and Z.\n");
85     printf("Try to guess the character selected by me!\n");
86     printf("What is your guess?\n");
87     printf("_____ \n");
88 } // end function introduction
89
90 char getUserGuess()
91 {
92     char guess;
93     // prompt for user input
94     printf("Enter your guess: ");
95     scanf("%c", &guess);
96     getchar(); // getchar() added because scanf also takes newline as input
97     return guess;
98 } // end function getUserGuess
99
100 int compareLetters(char random, char guess)
101 {
102     if (random == guess)
103         return 1;
104     else
105         return 0;
106 } // end function compareLetters
```

## Output

- If the count is 5 or fewer:

```
I have selected a character between A and Z.  
Try to guess the character selected by me!  
What is your guess?  
***Random letter is N***  
Enter your guess: N  
1. Great! Your guess is right!  
Either you know the secret or you are lucky!
```

- If the count is 5:

```
What is your guess?  
***Random letter is X***  
Enter your guess: a  
1. Way behind! Please try again.  
Enter your guess: B  
2. Way behind! Please try again.  
Enter your guess: Z  
3. Way ahead! Please try again.  
Enter your guess: T  
4. Way behind! Please try again.  
Enter your guess: X  
5. Great! Your guess is right!  
I guess you know the secret!
```

- If the count is higher than 5:

```
What is your guess?  
***Random letter is F***  
Enter your guess: A  
1. Way behind! Please try again.  
Enter your guess: B  
2. Way behind! Please try again.  
Enter your guess: C  
3. Way behind! Please try again.  
Enter your guess: X  
4. Way ahead! Please try again.  
Enter your guess: Z  
5. Way ahead! Please try again.  
Enter your guess: f  
6. Great! Your guess is right!  
You should be able to do better!
```

Lowercase letters are also accepted and turned into uppercase.

### 5.35) Fibonacci

#### Code

```
#include <stdio.h>

unsigned long long int fibonacci(unsigned int);

int main (void)
{
    unsigned int n;
    // prompt for user input
    printf("Enter the n: ");
    scanf("%u", &n);
    // display the number
    printf("%llu", fibonacci(n));
} // end function main

unsigned long long int fibonacci(unsigned int n)
{
    unsigned long long int x0 = 0; // 1st term
    unsigned long long int x1 = 1; // 2nd term
    unsigned long long int x2; // next term

    // loop until nth term
    for (unsigned int i = 2; i <= n; i++)
    {
        x2 = x0 + x1;
        x0 = x1;
        x1 = x2;
    }

    return x0;
} // end function fibonacci
```

#### Output

- The  $n^{\text{th}}$  Fibonacci number is calculated starting from 1.

Enter the n: 1	Enter the n: 2	Enter the n: 3	Enter the n: 4
0	1	1	2

- The largest Fibonacci number that I could have print was 94<sup>th</sup> term 12200160415121876738 with 20 digits. After that it started to make no sense.

Enter the n: 94
12200160415121876738

### 5.39) Recursive Greatest Common Divisor

#### Code

```
#include <stdio.h>

int gcd(int x, int y);

int main()
{
    // initialize variables
    int x, y;

    // prompt for user input x and y
    printf("Enter integer x: ");
    scanf("%d", &x);

    printf("Enter integer y: ");
    scanf("%d", &y);
    printf("_____\\n");
    // call the gcd function and display result
    printf("GCD is %d for %d and %d.", gcd(x, y), x,y);
} // end function main
// recursive function to return gcd of x and y
int gcd(int x, int y)
{
    // if one of the integers is 0
    if (x == 0) {
        return y;
    }
    if (y == 0) {
        return x;
    }
    // base case
    if (x == y)
        return x;

    //if x is greater
    if (x > y) {
        return gcd(x-y, y); // recursive case
    }
    return gcd(x, y-x); // recursive case
} // end function gcd
```

#### Output

```
Enter integer x: 10
Enter integer y: 6
_____
GCD is 2 for 10 and 6.
```

- Returns gcd successfully.

```
Enter integer x: 10
Enter integer y: 0
_____
GCD is 10 for 10 and 0.
```

- If  $y = 0$  GCD equals to  $x$ .