

## 程序设计week1

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P39-2

- (1) E-4
- (2) A423
- (3) -1E-31 float
- (4) 0xABCL int
- (5) .32E31 float
- (6) 087
- (7) 0xL
- (8) 003 int
- (9) 0x12.5
- (10) 077 int
- (11) 11E
- (12) 056L int
- (13) 0. float
- (14) .0 float

P40-10

- (1) `k = j + i++;`
- (2) `x <= 1;`
- (3) `j -= --i;`
- (4) `r = i % j;`
- (5) `y=((int)(x*1000+0.5))/1000.0`

P40-11

- (1) `#include<math.h>;V=4/3.0*acos(-1.0)*r*r*r;`
- (2) `R=1.0/(1.0/R1+1.0/R2);`
- (3) `y=x*x*x*x*x+x*x*x+6;`
- (4) `F=(float)G*M1*M2/R2;`
- (5) `#include<stdlib.h>;#include<math.h>;sin(x)/x+abs(cos(acos(-1)*x/2));`
- (6) `0<a && a<10;`
- (6) `(x==1 and y!=2) or (x!=1 and y==2);`

P40-12

- (1) 20
- (2) 10

## P40-16

```
C P40-10.c  C ada.c  ●
C ada.c > main()
1  #include<stdio.h>
2  int main(){
3      int a,b;
4
5      scanf("%d%d",&a,&b);
6      if (a>b){
7          printf("%d>%d\n",a,b);
8          printf("%d!=%d\n",a,b);
9      }
10     else if (a<b)
11     {
12         printf("%d<%d\n",a,b);
13         printf("%d!=%d\n",a,b);
14     }
15     else if (a==b){
16         printf("%d=%d\n",a,b);
17     }
18     else{
19         printf("not comparable");
20     }
21     if(a%b==0){
22         printf("%d整除%d\n",b,a);
23     }
24     if(b%a==0){
25         printf("%d整除%d\n",a,b);
26     }
27 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
PS D:\zzc\C\P1601> cd "d:\zzc\C\P1601\" ; if ($?) { gcc ada.c -o ada } ; if ($?) { .\ada }
10 5
10>5
10!=5
5整除10
PS D:\zzc\C\P1601> cd "d:\zzc\C\P1601\" ; if ($?) { gcc ada.c -o ada } ; if ($?) { .\ada }
5 10
5<10
5!=10
5整除10
PS D:\zzc\C\P1601> cd "d:\zzc\C\P1601\" ; if ($?) { gcc ada.c -o ada } ; if ($?) { .\ada }
3 5
3<5
3!=5
PS D:\zzc\C\P1601> cd "d:\zzc\C\P1601\" ; if ($?) { gcc ada.c -o ada } ; if ($?) { .\ada }
44
44
44=44
44整除44
44整除44
PS D:\zzc\C\P1601>
```