**CS 2060 Programming with C - Fall 2017**

**Assignment #1**

Due Date: Aug 30, 2017 at 9:25am (MW class), Aug 31, 2017 at 9:25 am (TR class)

Purpose: Learn to use Eclipse to develop a C program

Learning the basics of a C program

Effort: Individual

Points: **50**

Deliverables: Upload the .c source code file to Blackboard by due date.

**Please hand in a hardcopy version of your code at beginning of class.**

**Assignment Description**

This first programming assignment is your opportunity to gain experience using an integrated development environment (IDE) to create, compile and run a C program.

If you plan on using your own computer, the first step is to install the Java Development Toolkit (JDK), Eclipse, and C plugin or another IDE. If you are using the systems in labs, then you DO NOT need to install anything and can begin development. Installing the JDK, Eclipse, and C plugin is NOT part of 50 points.

**Specifications**

1. Create a C project called **Assignment1**
2. Be sure to include the initial comment as specified in the "CS2060 Programming Assignments Policy"

**Displaying Output**

1. Add code to the main function that prints sentencesabout yourself. Some ideas: what degree you are working on, favorite hobbies, favorite movies, where you like to travel, etc.
   1. Include at least 2 but not more than 3 paragraphs
   2. Each paragraph should have 5 to 10 sentences
   3. Indent the 1st sentence in each paragraph by a few spaces
   4. Each printed line should be about the same length.
   5. The last line in paragraph may be shorter than the others.

**Working with Expressions**

1. You can use Cramer’s rule to solve the following 2x2 system of linear equations:

*ax + by = e*

*cx + dy = f*

The solutions are given as

Add code to your program that solves the following system of linear equations and displays the value for x and y:

3.4x + 50.2y = 44.5

2.1x + .55y = 5.9