

## CSCI 2271 Computer Systems

### Assignment 1: Input / Output

Due Friday, January 29

Your assignment is to write three C programs. The purpose of these programs is to give you experience using C and to test your ability to effectively read input and print output in C. Please do not use "advanced" constructs that we have not covered in class, in particular arrays.

1. Write a program named *calendar.c* that prints a one-month calendar. The user specifies the number of days in the month and the day of the week in which the month begins. The dates should be lined up nicely. For example:

```
adminuser@adminuser-VirtualBox ~/HW/HW1 $ calendar
Enter number of days in month: 31
Enter starting day of the week (1=Sun, 7=Sat): 3

    1  2  3  4  5
 6  7  8  9 10 11 12
13 14 15 16 17 18 19
20 21 22 23 24 25 26
27 28 29 30 31
```

2. Modify *count.c* so that it also prints the total number of words in the input text and the average word length. Print the average word length with two digits to the right of the decimal point. Call your program *avgWordLength.c*. For the purpose of this assignment, assume that a word is a sequence of non-whitespace characters. The best way to test for a whitespace character is to use the library function *isspace*, which is in the library *<ctype.h>*. For example, the function call *isspace(c)* returns 1 if char *c* is whitespace, and 0 otherwise.

For an example of the program in action:

```
adminuser@adminuser-VirtualBox ~/HW/HW1 $ avgWordLength
Enter text. Use an empty line to stop.
a  bc  defg
    hij

Your text has 2 lines and 25 characters.
Your text has 4 words, with an average length of 2.50.

adminuser@adminuser-VirtualBox ~/HW/HW1 $ avgWordLength < mobydict.txt
Enter text. Use an empty line to stop.
Your text has 23244 lines and 1256167 characters.
Your text has 214112 words, with an average length of 4.71.
```

3. Download the file *Calculator.java*, which is part of the assignment handout. This program simulates a 4-function calculator. Input to the calculator consists of a sequence of lines. The first character of each line is one of the following 7 operators: '+', '-', '\*', '/', '=', 'C', and 'Q'.

The first 4 operators are arithmetic operators. Lines having one of these operators also contain a floating-point number (possibly separated by whitespace) following the operator. The calculator always has a "current amount", which is initially 0. The meaning of an arithmetic operation is to modify the current amount by performing the specified arithmetic to it.

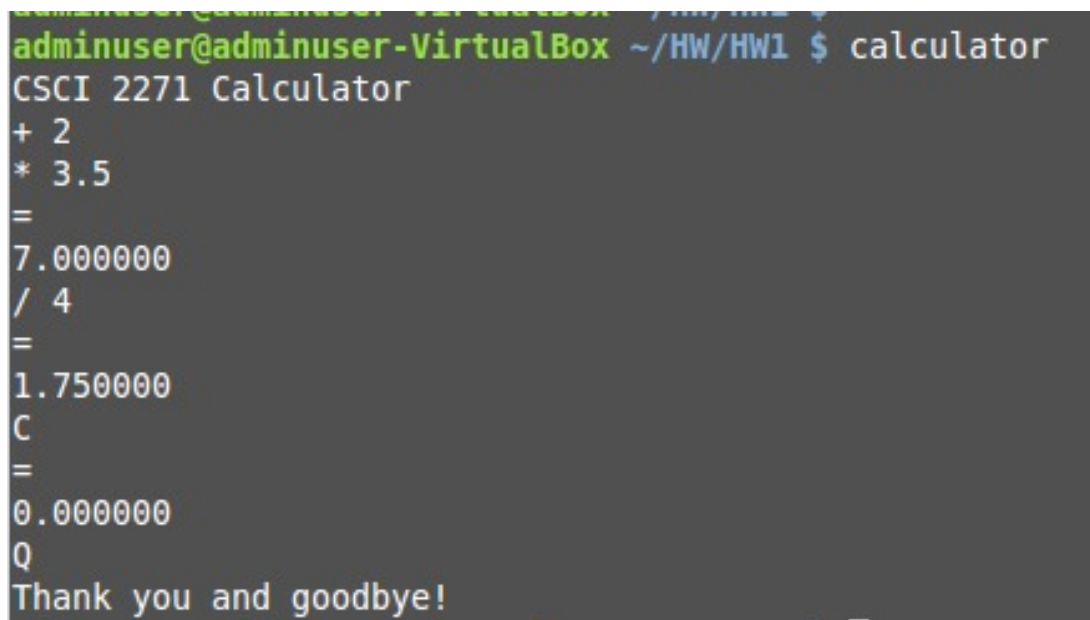
The remaining 3 operators are the only things on their lines. Operator '=' causes the current amount of the calculator to be printed. Operator 'C' causes the current amount to be 0. Operator 'Q' causes the program to quit.

Your assignment is to translate this program into C. You must keep the code as close to the Java version as possible, changing something only when necessary. In particular, don't get rid of (or add) any functions. But don't forget to add declarations for these functions to your C code!

The only tricky part concerns input. Each line consists of the following: one character, some whitespace, a float, perhaps more whitespace, and a newline character. You should read the line character by character, except for the float. In the Java code I used a *BufferedReader* to do the reading, because it has the method *read* (which reads a single char) as well as *readLine* (which reads the remainder of the line, including the newline). In your C code, you need to use a mix of *getchar* and *scanf*. In particular, you will need to use *getchar* to read the operation, then use *scanf* to read the float, and then use *getchar* again to read the remaining characters in the line up through the newline.

Java required me to catch the IO exceptions. C doesn't, so don't bother.

For an example of the calculator in action:



```
adminuser@adminuser-VirtualBox ~/HW/HW1 $ calculator
CSCI 2271 Calculator
+ 2
* 3.5
=
7.000000
/ 4
=
1.750000
C
=
0.000000
Q
Thank you and goodbye!
```

When you are done, submit your three C files to Canvas.