

# BiL 102 – Computer Programming

## HW 02

**Last Submission Date: March 05, 2014 – 09:00**

**Part 1 (40 pts):** In this part you will write a Boolean algebra calculator program. The calculator will have the following functionalities (write a function for each, with the given prototype). Note that you will **not** use any logical operators (!, &&, ||) in your functions.

1. Conjunction (and -  $\wedge$ )  
int conj(int x, int y) : returns 1 if  $x=y=1$ , returns 0 otherwise
2. Disjunction (or -  $\vee$ )  
int disj(int x, int y) : returns 0 if  $x=y=0$ , returns 1 otherwise
3. Negation (not -  $\neg$ )  
int not(int x) : returns 0 if  $x=1$ , returns 1 otherwise
4. Material Implication  
int mate(int x, int y) : returns  $\neg x \vee y$
5. Exclusive Or  
int excl(int x, int y) : returns  $(x \vee y) \wedge \neg(x \wedge y)$

**Part 2 (45 pts):** Write a function that tests if your calculator satisfies Monotone Laws. The function will have the following prototype:

void testMonotone()

The following laws will be tested in the function:

1. Associativity of  $\vee$  :  $x \vee (y \vee z) = (x \vee y) \vee z$
2. Associativity of  $\wedge$  :  $x \wedge (y \wedge z) = (x \wedge y) \wedge z$
3. Commutativity of  $\vee$  :  $x \vee y = y \vee x$
4. Commutativity of  $\wedge$  :  $x \wedge y = y \wedge x$
5. Distributivity of  $\wedge$  over  $\vee$  :  $x \wedge (y \vee z) = (x \wedge y) \vee (x \wedge z)$
6. Identity for  $\vee$  :  $x \vee 0 = x$
7. Identity for  $\wedge$  :  $x \wedge 1 = x$
8. Annihilator for  $\wedge$  :  $x \wedge 0 = 0$

Note that the function will **not** get any input from the user (x, y and z will be defined in the function) and will write the results to "results.txt" file.

**Part 3 (15 pts):** Write a menu for your calculator with the following options (use switch structure):

1. Conjunction
2. Disjunction
3. Negation
4. Material Implication

5. Exclusive Or
6. Test the calculator with Monotone Laws
7. Exit

\*Good user interface designs will be rewarded with some extra points. (output formatting, instructions...)

General:

1. Obey honor code principles.
2. **Read your homework carefully** and follow the directives about the I/O format (data file names, file formats, etc.) and submission format **strictly**. Violating any of these directives will be penalized.
3. Obey coding convention.
4. Do not forget to put the required **tags** in the main function.
5. Your submission should include the following files **and NOTHING MORE** (no data files, object files, etc):
  - HW01\_<student\_name>\_<studentSurname>\_<student number>\_part1.c
  - HW01\_<student\_name>\_<studentSurname>\_<student number>\_part2.c
  - HW01\_<student\_name>\_<studentSurname>\_<student number>\_part3.cPut all of these files in a folder named as below, compress and upload the folder.
  - HW01\_<student\_name>\_<studentSurname>\_<student number>
6. Do not use non-English characters in any part of your homework (in body, **file name**, etc.).
7. Deliver the printout of your work **until the last submission date**.