

# Subject: PRF192- PFC

## Workshop 05

**Objectives:** Use functions in the library math.h for getting an integer at random and stdio.h for formatting output

**Grading:** 4 problem, marks: 2, 2, 3, 3

### Problem 1. Dice Throws ( 2 marks)

You are required to develop a program that will throw two dice until the top faces of the two dice total to a specified number.

The output from your program looks something like:

```
Dice Thrower
=====
Total sought : 11
Result of throw 1 : 1 + 3
Result of throw 2 : 4 + 4
Result of throw 3 : 6 + 2
Result of throw 4 : 5 + 6
You got your total in 4 throws!
```

Algorithm should be as the following

```
/* Get a random integer between min and max randomly */
int intRandom(int min, int max)
{ /* Refer to the lecture to get algorithm for this task */
}

main()
Variable : int total, x,y, count
do
{ Accept total;
}
while (total<2 || total >12);
count =1;
do
{ x= intRandom(2,6);
  y= intRandom(2,6);
  Print out ("Result of throw %d " %d + %d\n", count, x, y)
  count++;
}
while (x+y != total);
```

### **Problem 2. Ball Lottery ( 2 marks)**

A basket contains ten balls.

Balls are numbered from 1 to 10.

User gets a pair of balls and he/she hopes that sum of numbers is equal to a known expected total.

This problem is the same with the previous problem but the total is between 2 to 20.

The output from your program looks something like:

Ball Lottery

=====

Total sought : 11

Result of picks 1 and 2 : 1 + 3

Result of picks 3 and 4 : 4 + 5

Result of picks 5 and 6 : 6 + 3

Result of picks 7 and 8 : 5 + 6

You got your total in 8 picks!

The algorithm for this program is similar to those in the previous problem

### **Problem 3. Program using menu ( 3 marks)**

Write a C program using the following simple menu:

1- Processing date data

2- Character data

3- Quit

Choose an operation:

- When user chooses 1: User will enter values of date, month, year then the program will announce whether this date is valid or not.
- -When user chooses 2: User will enter two characters, then the program will print out ASCII codes of characters between them using descending order. Examples:  
Input: ca  
Output:  
c: 99, 63h  
b: 98, 62h  
a: 97, 61h

### **Problem 4. Program using menu ( 3 marks)**

Write a C program using the following simple menu:

1- Quadratic equation ( phương trình bậc 2)

2- Bank deposit problem

3- Quit

Choose an operation:

- When user chooses 1: User will enter values describing a quadratic equation then the program will print out its solution if it exists.
- When user chooses 2: User will enter his/her deposit ( a positive number), yearly rate ( a positive number but less than or equal to 0.1), number of years ( positive integer), then the program will print out his/her amount after this duration.

### **Validations**

- Deposit,  $d > 0$
- Yearly rate,  $r: > 0.0$  to  $< 1.0$
- Number of year,  $n > 0$
- Amount at the  $n$ (th) year:  $P = d(1+r)^n$  , Use the function **pow(x,y)** in Math.h for  $x^y$