

BASIC PROBLEMS LAB REPORT

LAB 2

SECTION 2

SUBMITTED BY:

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Problem

The purpose of this lab is to create a simple program which contains input and output commands that will calculate the area of a rectangle along with the prism later on.

Analysis

After a couple of compiling and revising I saw little mistakes that I made. Mistakes like not replacing the quotes. After basic math solving and altering the code I could easily compile and build the program as I need it. After figuring out the errors I was set ready to go.

Design

My problem was to create a simple program to figure the rectangles prism. After adding another axis to the code we could easily do that. Solving this issue and making the code work how we needed it to be. My process was simple:

- 1) Get the x input.
- 2) Get the y input.
- 3) Get the z input.
- 4) Calculate and show the result.

In conclusion I didn't think I would run into as many problems as I should of when I was building my first application. After careful review I saw the simple mistakes that I made and corrected them. I also learned what It took to overall stay calm and take my time to review my code. Using code that was provided to me and making it my own is what overall helped the most.

Testing

In order to verify the results of the programs solution (or our solution); we need to first at least test more than once. After reviewing the mathematics of the program and not only testing different numbers that were given. I can say that the program from x, y, and z work correctly. Following that we can see after a number of input entries that the program works as intended.

Comments

I had fun making the program and learning more about Cygwin, compiling through Cygwin, and debugging my program. I want more labs like this!

Source Code

NPP is not installed sooooo:

// LAB2-3.c : Gavin Monroe, Section 2, 9/6/2017

```
#include <stdio.h>
```

```
int main(int argc, char* argv[]){
```

```
    int x, y, z;
```

```
    printf("Enter a width:");
```

```
    scanf("%d",&x);
```

```
    printf("Enter a height:");
```

```
    scanf("%d",&y);
```

```
    printf("Enter a depth:");
```

```
    scanf("%d",&z);
```

```
    printf("A %d by %d by %d prism's area is %d\n", x,y,z, x*y*z);
```

```
    return 0;
```

```
}
```

// LAB2-1.c : Gavin Monroe, Section 2, 9/6/2017

```
#include <stdio.h>
```

```
int main(int argc, char* argv[]){
```

```
    printf("SE 185 | Gavin Monroe | 9/6/2017");
```

```
    return 0;
```

```
}
```

// LAB2-2.c : Gavin Monroe, Section 2, 9/6/2017

```
#include <stdio.h>
```

```

int main(int argc, char* argv){

    int x, y;

    printf("Enter a width:");

    scanf("%d",&x);

    printf("Enter a height:");

    scanf("%d",&y);

    printf("A %d by %d rectangle's area is %d\n", x,y, x*y);

    return 0;

}

```

Screen Shots

```

gmonroe@C02018-11 /cygdrive/u/se185/lab2
$ ./lab2
SE 185 | Gavin Monroe | 9/6/2017

```

```

gmonroe@C02018-11 /cygdrive/u/se185/lab2
$ gcc -o lab2 lab2-3.c

```

```

gmonroe@C02018-11 /cygdrive/u/se185/lab2
$ ./lab2
Enter a width:2
Enter a height:64
Enter a depth:8
A 2 by 64 by 8 prism's area is 1024

```

```

gmonroe@C02018-11 /cygdrive/u/se185/lab2
$ gcc -o lab2 lab2-2.c

```

```

gmonroe@C02018-11 /cygdrive/u/se185/lab2
$ ./lab2
Enter a width:5
Enter a height:5
A 5 by 5 rectangle's area is 25

```