## **HW #2: C Fundamentals**

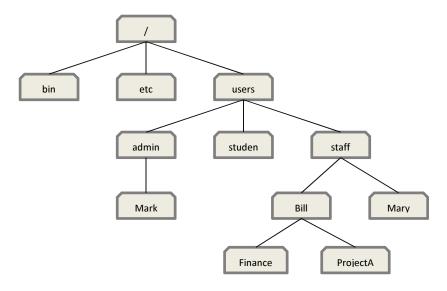
Due dates:

Part I: Monday Jan 25<sup>th</sup>, at the beginning of the class. Make sure to write your name and msunetid on your paper.

Part II: Sunday Jan 24<sup>th</sup>, 11:59 pm through Handin (https://secure.cse.msu.edu/handin)

# Part I: Comprehension Questions

1. Consider a file system with the following directory structure. Specify the Unix commands to do the following: (3 pts)



- a. Assume that you are in the root directory, change into the directory Finances.
- b. List all files in Finances
- c. View the content of file "todo" in ProjectA (Assume you are now in directory Finances)
- 2. What does the compiler do? (2 pts)
- 3. What is the advantage of using constants? (1 pt)
- 4. What is the output of the following program? (2 pts)

```
#include<stdio.h>
int main(void) {
    int x = 3, y = 3;
    x = y;
    y = y - 1;
    x = 2*x + y;
    printf("X = %d, Y = %d\n", x, y);
        return 0;
}
```

#### 5. Find two errors in the following program (2pts)

```
int main(void) {
    int your-age;
    int myage;
    printf("How old are you?\n");
    scanf("%d", &your-age);
    printf("You are %d years old, ");
    prinf("I am %d years old\n", your-age, myage);
    return 0;
}
```

### Part II: Lab Assignment

#### **Getting started**

Change into the cse220 directory
Create a new directory called lab02
Change into the new directory
Implement the program below in your lab02 directory

### **Project Description**

You are to write a program that computes the total distance travelled by a moving object based on its initial velocity, its acceleration, and the travel time. Call your program travel.c.

The distance travelled can be computed according to the following formula:

```
distance = acc*time^2/2 + velocity*time
```

#### where

distance: is the distance travelled meters acc: is the acceleration in m/s² velocity: is the initial velocity in m/s is the travel time in seconds

Your program should ask the user for the velocity in m/s, the acceleration in m/s<sup>2</sup> and the time in seconds. Your program should display the output formatted according to the following example:

```
The initial velocity is: 10 \text{ m/s}
The acceleration is: 2.5 \text{ m/s}2
The total distance travelled after 20 \text{ seconds} is: 700 \text{ meters}
```

To read the user input into a variable, use the scanf function, for example the following code reads the float value entered by the user into variable acc.

```
scanf("%f", &acc);
```

Compile your program and call your output TravelLog.

Test your program by running it 3 times with the following input:

Initial Velocity (m/s)	Acceleration (m/s²)	Time (s)	Expected distance computed
18.5	8.5	20	2070
12.6	2.3	4500	23344200
9	1	3600	6512400

#### Handin

Submit through the handin system the following files: travel.c and TravelLog

The "handin" system has options to allow you to review your files online and to download them. You Should always verify that you submitted the correct files and they were received by the handin system. You can submit files as many times as you like for a particular assignment. Handin will only keep the last version of each file. Remember to submit your files prior to the deadline as you won't be able to use handin if the deadline has passed.