

Xiao Kuang

1/12/2019 Week 1

CS 261 Assignment 0 - Introduction and Learning to Use an IDE and Unix Host

My Name is Xiao Kuang. I was born in China and moved to the US when I was 5. I attended OSU in 2012 after graduating from Siuslaw High School in Florence, Oregon. After completing my bachelor's in Environmental Engineering, I wanted to switch careers and I joined the OSU post-bacc CS program in the Spring of 2017.

My interests include Mechanics, computers, and gaming. What brought me over to wanting a career in computer science is that there is so much I could do with it. Technology is always growing and changing and I'm very curious to learn about network security, reverse-engineering, encryption. After graduation I hope to have more clear goals and to be passionate and enjoy what I'm doing. In five to ten years I hope to be overseeing a project I care for and have a passion for, and ideally be working for a company I respect and am proud to be working for or have my own company that I'm proud of leading.

Maybe mixing my previous degree with this one to find a job that involves programming or application of computer science to environmental engineering, or mixing my love of cars with computer science - designing and programming embedded systems for various car technologies. Cyber security also interests me - I hope I can learn many different topics and have opportunities to pursue the topics I enjoy as careers.

My outlook for the future is positive because I know there is something out there for me that I am going to absolutely love doing and getting paid for it.

Xiao Kuang

1/12/2019 Week 1

CS 261 Assignment 0 - Introduction and Learning to Use an IDE and Unix Host

Source code:

```
/*
 * areaTriangle.c
 *
 * Created on: Jan 12, 2019
 * Author: Xiao Kuang
 */

#include <stdio.h>
#include <math.h>

//formula for area of triangle
//A = sqrt ( s(s-a)(s-b)(s-c)),
//where s = (a+b+c)/2

void areaTriangle(double a, double b, double c){
    double s = ((a + b + c)/2);

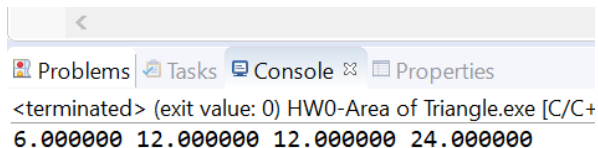
    printf("%f ",sqrt(s*(s-a)*(s-b)*(s-c)));
}

int main() {

    areaTriangle(3,4,5);
    areaTriangle(5,5,6);
    areaTriangle(5,5,8);
    areaTriangle(13,4,15);

    return 0;
}
```

Screenshot of output using IDE:



Screenshot of output using flip:

```
flip2 ~ 89% cd Winter2019/DataStructures_CS261/week1/
flip2 ~/Winter2019/DataStructures_CS261/week1 90% ls
areaTriangle.c
flip2 ~/Winter2019/DataStructures_CS261/week1 91% g++ areaTriangle.c -o areaTriagnle
flip2 ~/Winter2019/DataStructures_CS261/week1 92% ls
areaTriagnle areaTriangle.c
flip2 ~/Winter2019/DataStructures_CS261/week1 93% areaTriagnle
6.000000 12.000000 12.000000 24.000000 flip2 ~/Winter2019/DataStructures_CS261/w
eeek1 94%
```