

# Computer Programming

Lab3

Mar 27, 2025



## Ex3



• Write a program that prints the multiplication table for a number entered by the user. The program should use a *while* loop to display the table from 1 to 9.



#### • Program output

```
[ohyong@cse Lab3]$ vi ex3_3.c
[ohyong@cse Lab3]$ gcc ex3_3.c -o ex3_3
[ohyong@cse Lab3]$ ./ex3_3
Enter a number: 3
3 \times 1 = 3
3 \times 2 = 6
3 \times 3 = 9
3 \times 4 = 12
3 \times 5 = 15
3 \times 6 = 18
3 \times 7 = 21
3 \times 8 = 24
3 \times 9 = 27
[ohyong@cse Lab3]$ ./ex3_3
Enter a number: 7
7 \times 1 = 7
7 \times 2 = 14
7 \times 3 = 21
7 \times 4 = 28
7 \times 5 = 35
7 \times 6 = 42
7 \times 7 = 49
7 \times 8 = 56
  x 9 = 63
```



• Write a program that prompts the user to enter positive integers and calculates the sum of all the entered numbers. The program should stop when the user enters 0 and display the total sum of the entered numbers.



### • Program output

```
[ohyong@cse Lab3]$ vi ex3_extra1.c
[ohyong@cse Lab3]$ gcc ex3_extra1.c -o ex3_extra1
[ohyong@cse Lab3]$ ./ex3_extra1
Enter positive integers (enter 0 to stop): 5
10
15
0
Sum of entered numbers: 30
[ohyong@cse Lab3]$ ./ex3_extra1
Enter positive integers (enter 0 to stop): 3 8 2 4 0
Sum of entered numbers: 17
```

• Write a program that takes a positive integer *n* from the user and calculates and prints *n*! (factorial). Use a *while* loop. Factorial is defined as follows:

■ 
$$n! = n \times (n-1) \times (n-2) \times ... \times 1$$
  
(  $0! = 1$  )



#### • Program output

```
[ohyong@cse Lab3]$ vi ex3_extra2.c
[ohyong@cse Lab3]$ gcc ex3_extra2.c -o ex3_extra2
[ohyong@cse Lab3]$ ./ex3_extra2
Enter a number: 5
5! = 120
[ohyong@cse Lab3]$ ./ex3_extra2
Enter a number: 0
0! = 1
[ohyong@cse Lab3]$ ./ex3_extra2
Enter a number: -3
Factorial is not defined for negative numbers.
```

## **Submission**



Submit to server

Lab # Class #

At the end of the Lab3, submit your C sources file by typing ~gs1401/bin/submit Lab3\_2 ex3\_3.c ex3\_extra1.c ex3\_extra2.c // by Thur 11:50

You may check that you have submitted your source code correctly by typing ~gs1401/bin/submit -check