

Computer Programming

Lab6

May 2, 2025



Ex3

- Write a program that prints 50 random numbers between 1 and 100. Including 1 and 100. Print 10 numbers per line.

- Program output

```
[ohyong@cse ~/cp/Lab6]$ vi ex6_3.c
[ohyong@cse ~/cp/Lab6]$ gcc ex6_3.c -o ex6_3
[ohyong@cse ~/cp/Lab6]$ ./ex6_3
56  2 58 92  1 62 26  7 88 28
68 33 14 56  8 75 36 83  1 28
11 12  1 85 54 78 82 82 26 33
 3 33 86 60 24 86 73  1 44 12
80 12 45 94 67  4 20 55 86 20

[ohyong@cse ~/cp/Lab6]$ ./ex6_3
80 93 19 97 65 76 41 89 53 93
19 60 88 47 34 50 30 46 34 25
82  2 32  1 95 42  3 27  1 34
 1 32 27 19 80 43 47 72 32 99
64  2 10 52 48 43  1 78 40 35
```

- Write a program that solves a quadratic equation of the form $ax^2 + bx + c = 0$. Use the `sqrt()` function.
 - ✓ In C, mathematical functions are defined in the `math.h` header file, and the GCC compile option `-lm` is used to link the math library.
 - ✓ Take three inputs: `a`, `b`, and `c`.
 - ✓ Calculate the discriminant $D = b^2 - 4ac$.
 - ✓ If $D > 0$, the equation has two distinct real roots, and the program should compute and print them.
 - ✓ If $D = 0$, the equation has one real root (a double root), and the program should compute and print it.
 - ✓ If $D < 0$, the equation has no real roots, and the program should print a message indicating that.
 - ✓ You can use the formula for the roots of a quadratic equation:
 - Root 1: $(-b + \sqrt{(b^2 - 4ac)}) / 2a$
 - Root 2: $(-b - \sqrt{(b^2 - 4ac)}) / 2a$

- Program output

```
[ohyong@cse ~/cp/Lab6]$ vi ex6_extra.c
[ohyong@cse ~/cp/Lab6]$ gcc ex6_extra.c -o ex6_extra -lm
[ohyong@cse ~/cp/Lab6]$ ./ex6_extra
Enter a: 1
Enter b: -3
Enter c: 2
Root 1: 2.00
Root 2: 1.00

[ohyong@cse ~/cp/Lab6]$ ./ex6_extra
Enter a: 1
Enter b: -6
Enter c: 9
Double root: 3.00

[ohyong@cse ~/cp/Lab6]$ ./ex6_extra
Enter a: 1
Enter b: 4
Enter c: 8
No real roots exist.
```

Submission

- **Submit to server**

Lab #

Class #

At the end of the Lab6, submit your C sources file by typing

```
~gs1401/bin/submit Lab6_3 ex6_3.c ex6_extra.c // by Friday 10:50
```

You may check that you have submitted your source code correctly by typing

```
~gs1401/bin/submit -check
```