

LAB 1.15:

LAB
ACTIVITY

1.15.1: LAB: Formatted output: Hello World!

10 / 10 

main.c

Load default template...

```
1 #include <stdio.h>
2
3 int main(void) {
4
5     /* Type your code here. */
6     printf("Hello World!\n");
7
8     return 0;
9 }
10
```

LAB 1.16:

LAB
ACTIVITY

1.16.1: LAB: Formatted output: No parking sign

10 / 10 

main.c

Load default template...

```
1 #include <stdio.h>
2
3 int main(void) {
4
5     /* Type your code here. */
6     printf(" NO PARKING\n2:00 - 6:00 a.m.\n");
7
8     return 0;
9 }
10
```

LAB 1.17:

LAB
ACTIVITY

1.17.1: LAB: Input and formatted output: Right-facing arrow

10 / 10



main.c

[Load default template...](#)

```
8  scanf("%d", &headInt);
9
10
11  /* Type your code here. */
12  printf("    %d\n", headInt);
13  printf("    %d%d\n", headInt, headInt);
14  printf("%d%d%d%d%d%d\n", baseInt, baseInt, baseInt, baseInt, headInt, headInt, headInt);
15  printf("%d%d%d%d%d%d%d\n", baseInt, baseInt, baseInt, baseInt, headInt, headInt, headInt);
16  printf("%d%d%d%d%d%d%d\n", baseInt, baseInt, baseInt, baseInt, headInt, headInt, headInt);
17  printf("    %d%d\n", headInt, headInt);
18  printf("    %d\n", headInt);
19
20  return 0;
21 }
22
```

LAB 1.18:

LAB
ACTIVITY

1.18.1: LAB: Warm up: Hello world

3 / 3



main.c

[Load default template...](#)

```
1  #include <stdio.h>
2
3  int main(void) {
4
5      /* Type your code here. */
6
7      printf("Hello world!\r\nHow are you?\r\n    (I'm fine).\n");
8
9
10
11
12  return 0;
13 }
```

LAB 1.19:

LAB
ACTIVITY

1.19.1: LAB: Warm up: Basic output with variables

5 / 5



main.c

[Load default template...](#)

```
8  scanf("%d", &userNum);
9  /* Type your code here. */
10
11 printf("You entered: %d\n", userNum);
12 printf("%d squared is %d\n", userNum, (userNum * userNum));
13 printf("And %d cubed is %d!!\n", userNum, (userNum * userNum * userNum));
14 printf("Enter another integer:\n");
15 scanf("%d", &userNum2);
16
17
18 printf("%d + %d is %d\n", userNum, userNum2, userNum + userNum2);
19 printf("%d * %d is %d\n", userNum, userNum2, userNum * userNum2);
20
21 return 0;
22 }
```

LAB 1.20:

LAB
ACTIVITY

1.20.1: LAB*: Program: ASCII art

5 / 5



main.c

[Load default template...](#)

```
4  // Draw tree
5  printf("  *\n");
6  printf(" ***\n");
7  printf(" *****\n");
8  printf(" *****\n");
9  printf(" ***\n");
10 printf("\n");
11 printf("\n");
12 /* Type your code here. */
13
14 printf("/\  /\n");
15 printf(" o o\n");
16 printf(" =  =\n");
17 printf(" ---\n");
18
19 return 0;
```