Programming Fundamentals – ENSF 337

Lab 2

M. Moussavi

Jaxon Braun

B01

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Exercise A: Projectile Time and Distance Calculator

Source code: /* * File Name: lab2exe_A.c * Created by Mahmood Moussavi, Sept 2017 for ENCM 339 * Assignment: Lab 2 Exercise A * Completed by: Jaxon Braun * Submission Date: September 28. 2021 */ #include <stdio.h> #include <stdlib.h> #include <math.h> const double G = 9.8; /* gravitation acceleration 9.8 m/s^2 */ const double PI = 3.141592654; void create_table(double v); double Projectile_travel_time(double a, double v); double Projectile_travel_distance(double a, double v); double degree_to_radian(double d); int main(void) { int n; double velocity; printf ("Please enter the velocity at which the projectile is launched (m/sec): "); n = scanf("%lf" ,&velocity);

```
if(n != 1)
     printf("Invlid input. Bye...");
     exit(1);
  }
  while (velocity < 0)
  {
     printf ("please enter a positive number for velocity: ");
     n = scanf("%lf", &velocity);
     if(n != 1)
     {
       printf("Invlid input. Bye...");
       exit(1);
  }
  create_table(velocity);
  return 0;
}
void create_table(double v){
  printf("Angle(deg)\t time(s)\t distance(m) \n");
  for (double deg; deg \leq 90; deg + 5){
     double a = degree_to_radian(deg);
     double t = Projectile_travel_time(a, v);
     double d = Projectile_travel_distance(a, v);
     printf("%f\t \%f\t \%f\t \n", deg, t, d);
  }
  return;
```

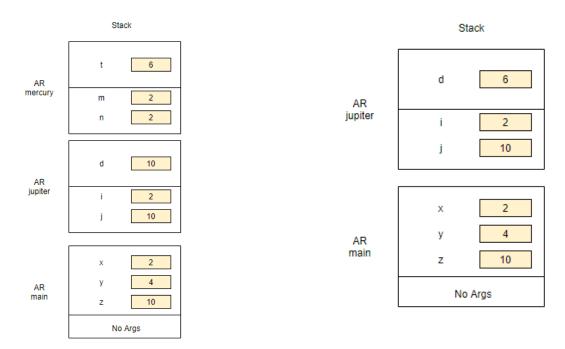
```
double Projectile_travel_time(double a, double v){
   double t = (2 * v * sin(a)) / G;
   return t;
}
double Projectile_travel_distance(double a, double v){
   double d = (pow(v, 2) / G) * sin(2*a);
   return d;
}
double degree_to_radian(double d){
   double a = d * (PI / 180);
   return a;
}
```

Terminal Output:

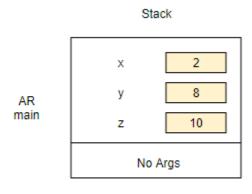
```
Please enter the velocity at which the projectile is launched (m/sec): 100
Angle(deg)
                 time(s)
                                  distance(m)
0.000000
                 0.000000
                                  0.000000
                 1.778689
                                  177.192018
5.000000
10.000000
                 3.543840
                                  349.000146
15.000000
                                  510.204082
                  5.282021
20.000000
                 6.980003
                                  655.905724
25.000000
                 8.624862
                                  781.678003
30.000000
                 10.204082
                                  883.699392
35.000000
                 11.705642
                                  958.870021
40.000000
                 13.118114
                                  1004.905870
45.000000
                 14.430751
                                  1020.408163
50.000000
                 15.633560
                                  1004.905870
55.000000
                 16.717389
                                  958.870021
60.000000
                 17.673988
                                  883.699391
                                  781.678003
65.000000
                 18.496077
70.000000
                 19.177400
                                  655.905724
75.000000
                  19.712772
                                  510.204081
80.000000
                  20.098117
                                  349.000146
85.000000
                 20.330504
                                  177.192018
90.000000
                  20.408163
                                  -0.000000
```

Exercise B: Drawing AR Diagrams for a Simple C Program

Point 1: Point 2:



Point 3:



Exercise C: Introduction to Pointers

Point 2 Stack

sam 9888 9880

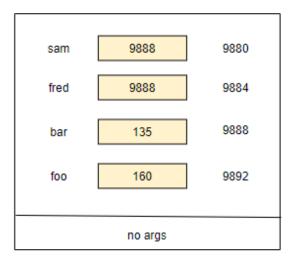
fred 9892 9884

bar 130 9888

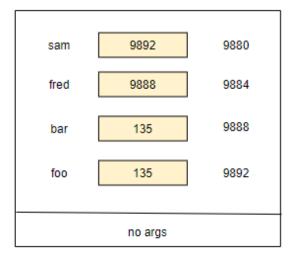
foo 160 9892

no args

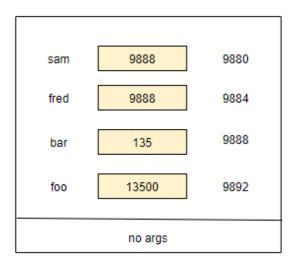
Point 3 Stack



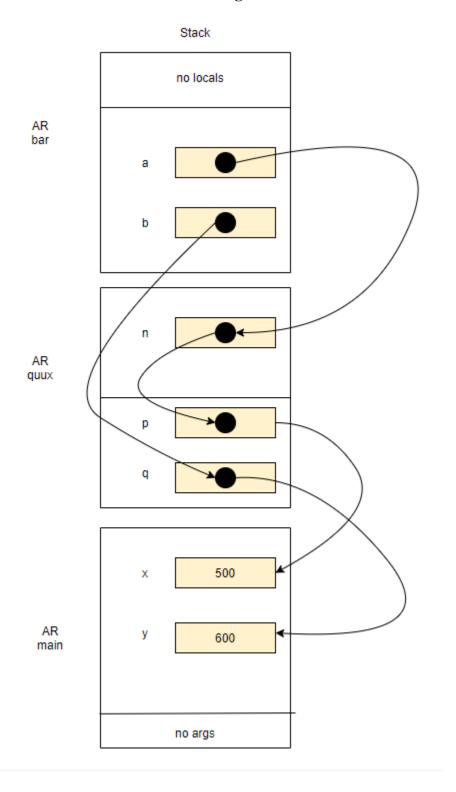
Point 4 Stack



Point 5 Stack



Exercise D: Pointers as Function Arguments



```
Exercise E: Using Pointers to get a Function to Change Variables
/*
* File Name: lab2exe_E.c
* Created by Mahmood Moussavi
* Assignment: Lab 2 Exercise E
* Completed by: Jaxon Braun
* Submission Date: September 28, 2021
*/
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
void time_convert(int ms_time, int *minutes_ptr, double *seconds_ptr);
/*
* Converts time in milliseconds to time in minutes and seconds.
* For example, converts 123400 ms to 2 minutes and 3.4 seconds.
* REQUIRES
  ms time \geq = 0.
* minutes_ptr and seconds_ptr point to variables.
* PROMISES
* 0 <= *seconds_ptr & *seconds_ptr < 60.0
* *minutes_ptr minutes + *seconds_ptr seconds is equivalent to
* ms_time ms.
*/
int main(void)
```

{

```
int millisec;
                            Enter a time interval as an integer number of milliseconds: 123400
                            Doing conversion for input of 123400 ms ...
 int minutes;
                            That is equivalent to 2 minute(s) and 3.400000 second(s).
 double seconds;
 int nscan;
 printf("Enter a time interval as an integer number of milliseconds: ");
 nscan = scanf("%d", &millisec);
 if (nscan != 1) {
  printf("Unable to convert your input to an int.\n");
  exit(1);
 }
 printf("Doing conversion for input of %d ms ... \n", millisec);
 time_convert(millisec, &minutes, &seconds);
 printf("That is equivalent to %d minute(s) and %f second(s).\n", minutes,
       seconds);
 return 0;
}
void time_convert(int ms_time, int *minutes_ptr, double *seconds_ptr)
 *minutes_ptr = (ms_time/1000)/60;
 *seconds_ptr = fmod((double)ms_time/1000, 60);
}
```

Exercise F: More on scanf

Run#	Inputs	Value of n	Value of i	Value of d
1	12 0.56	2	12	0.560000
2	5.12 9.56	2	5	0.120000
3	12 ab	1	12	1234.500000
4	ab 12	0	333	1234.500000
5	5ab 9.56	1	5	1234.500000
6	13 67	2	13	67