#include <stdio.h>

#include <windows.h>

//1번문제

double getAverage(int \*arr, int size)

{

int sum = 0;

for (int i = 0; i < size; i++)

sum += arr[i];

return (double)sum / size;

}

int main()

{

int balance1[5] = { 1000, 2, 3, 17, 50 };

int balance2[10] = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 };

double avg;

avg = getAverage(balance1, sizeof(balance1) / sizeof(int));

printf("Average value for balance1 is: %lf\n", avg);

avg = getAverage(balance2, sizeof(balance2) / sizeof(int));

printf("Average value for balance2 is: %lf\n", avg);

system("pause");

}

#pragma warning (disable:4996)

#include <stdio.h>

#include <windows.h>

//2번문제

int sum = 0;

int addNumber(int value)

{

return value;

}

int main()

{

char\* name[2] = {"hi", "bye"};

int loser =0;

printf("Let's play a simple game where two players enter a number in turn. \n");

printf("The game ends when the sum of input numbers becomes larger than 30,\n");

printf("and the very player whose input value makes the game end would be a loser\n");

int n;

while (sum <=30)

{

if (loser % 2)

{

printf("this turn is for player %s\n", name[1]);

printf("input your number : ");

scanf("%d", &n);

sum +=addNumber(n);

}

else

{

printf("this turn is for player %s\n", name[0]);

printf("input your number : ");

scanf("%d", &n);

sum +=addNumber(n);

}

loser++;

}

if (loser % 2)

{

printf("The sum becomes %d by %s\n", sum, name[0]);

printf("The winner is %s\n", name[1]);

}else

{

printf("The sum becomes %d by %s\n", sum, name[1]);

printf("The winner is %s\n", name[0]);

}

system("pause");

}

#pragma warning (disable: 4996)

#include <stdio.h>

#include <windows.h>

//3번문제

void addNumber(int\* sum, int value)

{

\*sum += value;

return \*sum;

}

int main()

{

char\* name[2] = { "hi", "bye" };

int sum = 0;

int loser =0;

printf("\n\n========================================================================\n");

printf("Let's play a simple game where two players enter a number in turn. \nThe game ends when the sum of input numbers becomes larger than 30, \nand the very player whose input value makes the game end would be a loser\n");

printf("========================================================================\n");

int n =0;

while (sum <=30)

{

if (loser % 2)

{

printf("this turn is for player %s\n", name[1]);

printf("input your number: ");

scanf("%d", &n);

addNumber(&sum, n);

}else

{

printf("this turn is for player %s\n", name[0]);

printf("input your number: ");

scanf("%d", &n);

addNumber(&sum, n);

}

loser++;

}

if (loser % 2)

{

printf("The sum bocomes %d by %s\n", sum, name[0]);

printf("The winner is %s\n",name[1]);

}else

{

printf("The sum bocomes %d by %s\n", sum, name[1]);

printf("The winner is %s\n", name[0]);

}

system("pause");

#pragma warning (disable:4996)

#include <stdio.h>

#include <windows.h>

//4번문제

int fibo(int num)

{

if (num == 1 || num ==2)

return 1;

return fibo(num - 1) + fibo(num - 2);

}

int main()

{

int i, n;

printf("Enter the required term: ");

scanf("%d", &n);

printf("First %d fibonacci numbers are\n", n);

for (i = 1; i <= n; i++)

printf("%d\n", fibo(i));

system("pause");

return 0;

}

#pragma warning (disable: 4996)

#include <stdio.h>

#include <windows.h>

//5번문제

void strTokenizer(char\* source)

{

int i = 0;

printf("Token : ");

while (source[i] !='\0')

{

if (source[i] == ' ')

printf("\nToken : ");

else

printf("%c", source[i]);

i++;

}

printf("\n");

}

int main()

{

char source[] = "Programming is fun";

strTokenizer(source);

system("pause");

return 0;

}