Exercise 1

- Find out how to assign maximum values for each variable (hint: use INT_MAX for integer, etc.)
- Print sizes and values of each variable.
- Write a script ex1.sh to run your program.
- **Note:** you should submit the file ex1.c and the script ex1.sh.

Exercise 2

- Write a program ex2.c that asks the user to type a string character-by-character until dot (.) character is entered and prints its reverse with double quotation.
 - Example

Input	Output
C language. is easy and simple.	"egaugnal C"

Example on Exercise 2 Input/Output

- Write a script ex2.sh to run your program.
- Hints:
 - a string in C is an array of chars (more about arrays next week)
 - use strlen() function to get the length of a string

Notes:

- You should submit the file ex2.c and the script ex2.sh.
- The maximum size of the string is 256.
- If the user did not type **dot** (.) character, then pressing **Enter key** will be accepted as terminating character.

Exercise 3 (1/2)

- In computer systems, the data is stored in the memory as 0s and 1s which forms a number in binary system. We use different numeral systems since reading these binary numbers is difficult for humans. The most common number systems are binary, decimal, octal, and hexadecimal systems.
- In this exercise, you have to write a function **convert** which converts a given number x from a numeral system s to another numeral system t where t, s are numbers in the range [2-10]. If the given number is wrong or s or t are out of the previous range then we should print the error message "cannot convert!".

For instance, the function call convert(1234, 8, 2) will convert the given number 1234 from the octal (8) system to the binary (2) system and prints 1010011100.

Exercise 3 (2/2)

- Write a program ex3.c which uses the function **convert**, reads a long long number and the source and target number system specifiers from the user, then it should print the converted number or error message in case of errors.
- Write a script ex3.sh to run your program.

Notes:

- You should submit ex3.sh and ex3.c which contains the function **convert**.
- We assume that the user enters a non-negative number.
- using arrays, structures or pointers is not allowed in this exercise. But you can use an array of characters which is a string.
- The numerals in the number systems are represented by decimal numbers [0-9]. For instance, in the number system 7, we have the numerals [0, 1, 2, 3, 4, 5, 6].
- We did not specify the return type of the function **convert**.
- Hint: use sscanf() to convert string to int and sprintf() to convert int to string.

Exercise 4 (1/2)

- Write a function **count** which returns the number of occurrences of an input character in a string.
- Example:

Input	Output
Innopolis, i	i:2
Innopolis, m	m:0

Example on **count** function input/output

- Write a function **countAll** which prints the number of occurrences of each character in the input string.
 - **Hint:** Use your function **count**.
- Example:

Input	Output	
Innopolis	i:2, n:2, n:2, o:2, p:1, o:2, l:1, i:2, s:1	

Example on **countAll** function input/output

Exercise 4 (2/2)

- Write a program ex4.c that accepts an input string from the command line and prints the number of occurrences of all characters in the input string.
- Write a script ex4.sh to run your program.

Notes:

- using arrays, structures or pointers is not allowed in this exercise. But you can use an array of characters which is a string.
- The maximum size of the string is 256.
- your program should be case-insensitive. This means that characters 'i' and 'I' are treated as a single character.
- you should submit ex4.sh and ex4.c which contains the functions **count** and **countAll**.

Exercise 5

• The Tribonacci sequence T_n is defined as follows:

$$T_n = \begin{cases} 0 & n = 0 \\ 1 & 1 \le n \le 2 \\ T_{n-1} + T_{n-2} + T_{n-3} & n \ge 3 \end{cases}$$

- Write a function **tribonacci** that takes as argument n and returns the value of T_n ($0 \le n \le 37$)
- You are neither allowed to use arrays nor function recursion
- Write a program ex5.c which calls the above function with arguments 4, 36 and print the output to standard output.
- Submit your ex5.c file accompanied by an ex5.sh file to compile and execute ex5.c