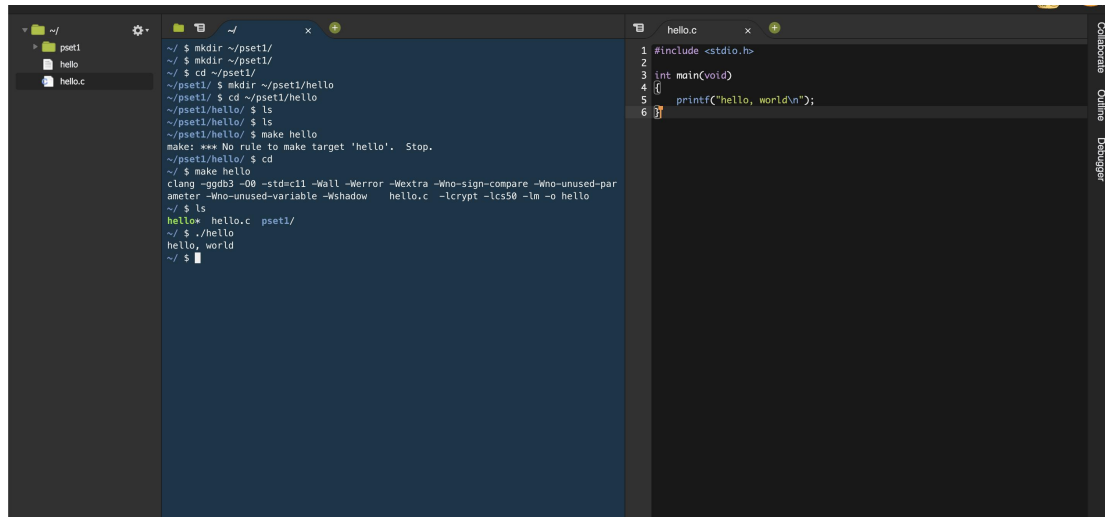


## WEEK-1

### 3) Submitting hello

```
#include <stdio.h>
```

```
int main(void)
{
    printf("hello, world\n");
}
```



The screenshot shows a terminal window with the following commands and output:

```
~/ $ mkdir ~/pset1/
~/ $ cd ~/pset1/
~/pset1/ $ mkdir ~/pset1/hello
~/pset1/ $ cd ~/pset1/hello
~/pset1/hello/ $ ls
~/pset1/hello/ $ ls
~/pset1/hello/ $ make hello
make: *** No rule to make target 'hello'. Stop.
~/pset1/hello/ $ cd
~/ $ make hello
clang -ggdb3 -O0 -std=c11 -Wall -Werror -Wextra -Wno-sign-compare -Wno-unused-parameter -Wno-unused-variable -Wshadow -hello.c -lcrypt -lm -o hello
~/ $ ls
hello* hello.c pset1/
~/ $ ./hello
hello, world
~/ $
```

The right side of the image shows the source code of 'hello.c' in a text editor:

```
1 #include <stdio.h>
2
3 int main(void)
4 {
5     printf("hello, world\n");
6 }
```

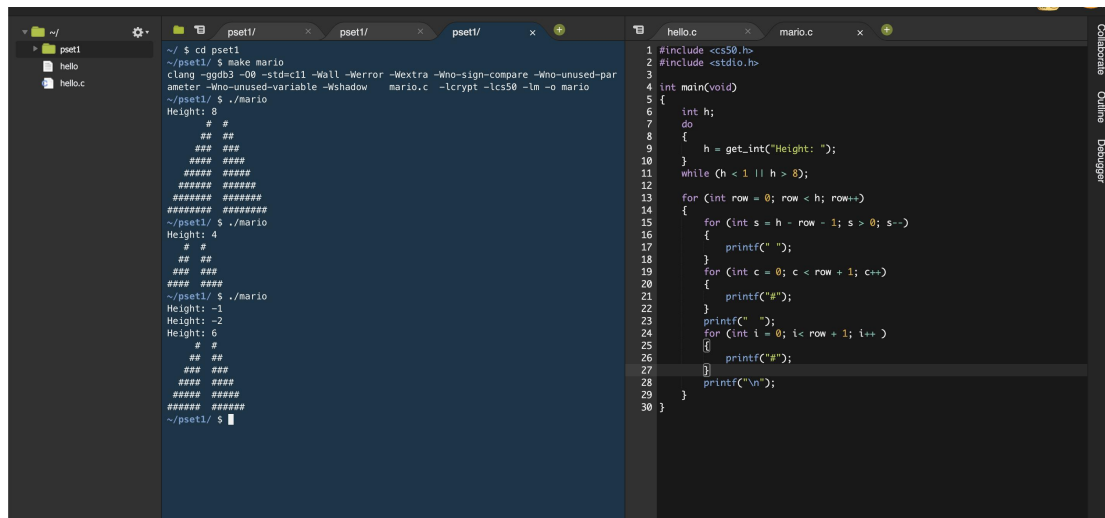
### 4) MARIO LESS COMFORTABLE

```
#include <cs50.h>
```

```
#include <stdio.h>
```

```
int main(void)
{
    int h;
    do
    {
        h = get_int(" Height: ");
    }
    while (h < 1 || h > 8);

    for (int row = 0; row < h; row++)
    {
        for (int s = h - row - 1; s > 0; s--)
        {
            printf(" ");
        }
        for (int c = 0; c < row + 1; c++)
        {
            printf("#");
        }
        printf("\n");
    }
}
```



## MARIO MORE COMFORTABLE

```
#include <cs50.h>
```

```
#include <stdio.h>
```

```
int main(void)
```

```
{
```

```
    int h;
```

```
    do
```

```
    {
```

```
        h = get_int("Height: ");
```

```
    }
```

```
    while (h < 1 || h > 8);
```

```
    for (int row = 0; row < h; row++)
```

```
    {
```

```
        for (int s = h - row - 1; s > 0; s--)
```

```
        {
```

```
            printf(" ");
```

```
        }
```

```
        for (int c = 0; c < row + 1; c++)
```

```
        {
```

```
            printf("#");
```

```
        }
```

```
        printf(" ");
```

```
        for (int i = 0; i < row + 1; i++)
```

```
        {
```

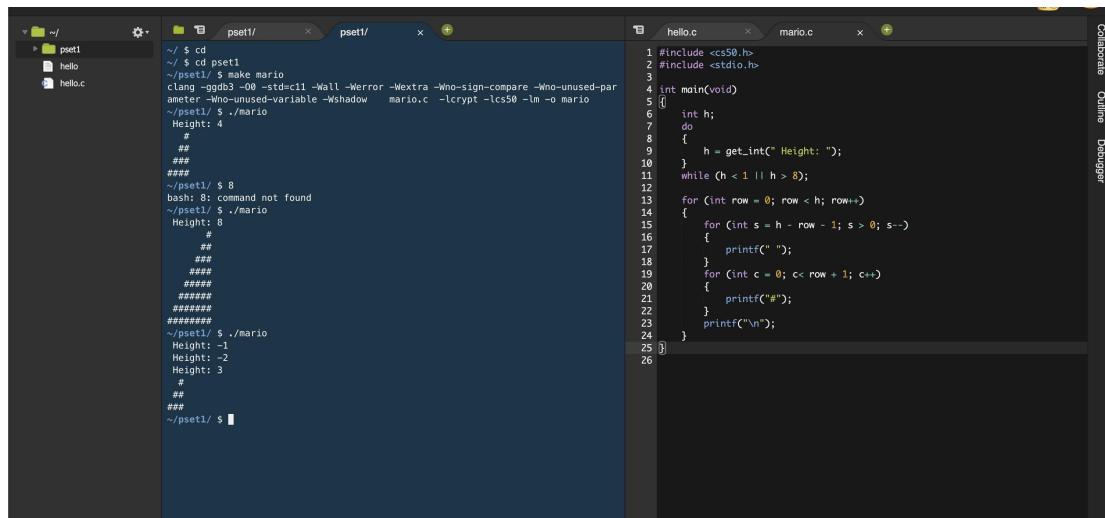
```
            printf("#");
```

```
        }
```

```
        printf("\n");
```

```
    }
```

```
}
```



## CASH PROBLEM

4)

```
#include <stdio.h>
```

```
#include <cs50.h>
```

```
#include <math.h>
```

```
int main(void)
```

```
{
```

```
    float change;
```

```
    int count = 0;
```

```
    do
```

```
    {
```

```
        change = get_float("Change owed: ");
```

```
    }
```

```
    while (change < 0);
```

```
    int cent = round(change * 100);
```

```
    while (cent >= 25)
```

```
    {
```

```
        cent = cent - 25;
```

```
        count++;
```

```
    }
```

```
    while (cent >= 10)
```

```
    {
```

```
        cent = cent - 10;
```

```
        count++;
```

```
    }
```

```
    while (cent >= 5)
```

```
    {
```

```
        cent = cent - 5;
```

```
        count++;
```

```
    }
```

```
    while (cent >= 1)
```

```
    {
```

```
        cent = cent - 1;
```

```
        count++;
```

```
    }
```

```
    printf("%i\n", count);
```

```
}
```

The image shows a code editor interface with a dark theme. On the left is a file explorer showing a directory structure with folders like 'pset1', 'hello', 'cash', 'cash.c', 'mario', 'mario.c', 'Untitled', 'hello', and 'hello.c'. The middle pane contains a terminal window with the following commands and output:

```
~/ $ cd pset1
~/pset1/ $ make cash
./clang -g -gdb -O0 -std=c11 -Wall -Werror -Wextra -Wno-sign-compare -Wno-unused-parameter -Wno-unused-variable -Wshadow cash.c -lcrypt -lc50 -lm -o cash
~/pset1/ $ ./cash
Change owed: 0.41
4
~/pset1/ $ ./cash
Change owed: -0.41
Change owed: 0.41
4
~/pset1/ $
```

The right pane shows the source code for 'cash.c':

```
1
2 #include <stdio.h>
3 #include <cs50.h>
4 #include <math.h>
5
6 int main(void)
7 {
8     float change;
9     int count = 0;
10    do
11    {
12        change = get_float("Change owed: ");
13    }
14    while (change < 0);
15    int cent = round(change * 100);
16
17    while (cent >= 25)
18    {
19        cent = cent - 25;
20        count++;
21    }
22    while (cent >= 10)
23    {
24        cent = cent - 10;
25        count++;
26    }
27    while (cent >= 5)
28    {
29        cent = cent - 5;
30        count++;
31    }
32    while (cent >= 1)
33    {
34        cent = cent - 1;
35        count++;
36    }
37    printf("%i\n", count);
38 }
```