2020-21 Spring

Section 4

Week 2: 7-April-2021 (Scan, print, arithmetic opr.)

- **w02-1.** Write a C program that takes as input two integer elements from the keyboard, computes and a/b, and prints their respective values on the terminal.
 - The value of a/b should be correct up to 6th decimal place.
 - ◆ The name of your C file should be w02-1.c.

Example

```
Enter a and b: 2 3

a+b = 5

a-b = -1

a*b = 6

a/b = 0.666667
```

- **w02-2.** Write a program that takes as input the value of a floating-point variable, say x, calculates the value of the expression $(1 + x + x^2 + x^3 + ... + x^7)$, and prints the result on the terminal correct up to 10^{th} decimal place.
 - lacktriangle Assume that the value of x is positive and less than 1.
 - ◆ You cannot use math library.
 - ◆ The name of your C file should be w02-2.c.

Examples

```
Enter x: .5
Answer = 1.9921875000
Enter x: .9
Answer = 5.6953272820
Enter x: .9999
Answer = 7.9970202446
Enter x: .999999
Answer = 8.00000000000
```

w02-3. User supplies a positive integer n having value at most 9999. Your program should shift its digits cyclically towards right, one digit at a time, and should print the result on the terminal. This should continue until you get back the original value of n.

Enter n:	3251 Ent	er n: 23
1325	300	2
5132	230	0
2513	230	
3251	23	
	1325 5132 2513	1325 300 5132 230 2513 230

Week 3: 21-April-2021 (if-else, switch, loop)

- w03-1. Given the day, month, year as integers, print the season. You should use switch-case.
 - Winter: December to February.
 - ◆ Summer: March to May.
 - Monsoon: June to September.
 - ◆ Autumn: October to November.

Examples

```
Enter the day, month, year: 14 4 2021 It's Summer!

Enter the day, month, year: 13 1 2022 It's Winter!

Enter the day, month, year: 15 5 2022 It's Summer!

Enter the day, month, year: 19 9 2021 It's Monsoon!

Enter the day, month, year: 1 10 2022 It's Autumn!
```

- **w03-2.** Given a cubic polynomial $f(x) = a + bx + cx^2 + dx^3$ and an interval [u, v], check whether there exists any root in the interval [u, v]. If it exists, then find whether there are any in $[u, \frac{1}{2}(u+v)]$ and in $[\frac{1}{2}(u+v), v]$.
 - Consider all numbers in floating point.
 - Use the fact that f(x) = 0 for some $x \in [u, v]$ if one of f(u) and f(v) is not negative and the other is not positive.

```
Enter a, b, c, d: 1 -1 2 -3
Enter u, v: -1 1
[-1.000000, 1.000000]: YES
[-1.000000, 0.000000]: NO
[0.000000, 1.000000]: YES

Enter a, b, c, d: 1 -1 2 -3
Enter u, v: 0 1
[0.000000, 1.000000]: YES
[0.000000, 0.500000]: NO
[0.500000, 1.000000]: YES

Enter a, b, c, d: 1 -1 2 -3
Enter u, v: 0.5 1
[0.500000, 1.000000]: YES
[0.500000, 0.750000]: NO
[0.750000, 1.000000]: YES
```

```
Enter a, b, c, d: 13 -17 19 0
Enter u, v: -1000 1000
[-1000.000000, 1000.000000]: NO
Enter a, b, c, d: 13 -17 0 19
Enter u, v: -2 2
[-2.000000, 2.000000]: YES
[-2.000000, 0.000000]: YES
[0.000000, 2.000000]: NO
Enter a, b, c, d: 13 -17 0 19
Enter u, v: -2 0
[-2.000000, 0.000000]: YES
[-2.000000, -1.000000]: YES
[-1.000000, 0.000000]: NO
Enter a, b, c, d: 13 -17 0 19
Enter u, v: -2 -1
[-2.000000, -1.000000]: YES
[-2.000000, -1.500000]: NO
[-1.500000, -1.000000]: YES
Enter a, b, c, d: 13 -17 0 19
Enter u, v: -1.5 -1
[-1.500000, -1.000000]: YES
[-1.500000, -1.250000]: NO
[-1.250000, -1.000000]: YES
```

w03-3 Given a positive integer n (of at most 4 digits), transform it to another number m which is a copy of n, with every prime digit of n (i.e., 2,3,5,7) made to follow by its next digit (i.e., $2 \mapsto 23$, $3 \mapsto 34$, $5 \mapsto 56$, $7 \mapsto 78$).

Thus, if n has k prime digits, then m will have k digits more than n.

Take n as unsigned int and all other variables as deemed fit.

Week 4: 28-April-2021 (Lab Test 1)

w04-1. Declare six integer variables and get their values from the user. Now find the smallest and the largest among these six elements, using as few variables and as few comparisons as possible. You should not use array or any user-defined function or **math.h**.

[For no extra variable and fewest comparisons, you get full marks. For every extra variable, you lose 20% marks; and for every extra comparison, you lose 10%.]

Examples

```
Enter six integers: 6 5 1 2 4 3
Min, Max = 1, 6

Enter six integers: 1 2 3 1 4 2
Min, Max = 1, 4

Enter six integers: 13 13 -9 6 -3 5
Min, Max = -9, 13
```

w04-2. Write a program that takes n positive integers as input and finds the sum of their first digits and the sum of their last digits.

You should not use array or any user-defined function or **math.h**.

Examples

w04-3. Numbers x_n are defined by the recurrence:

$$x_1 = 2$$
, $x_n = \frac{1}{2} \left(x_{n-1} + \frac{2}{x_{n-1}} \right)$ if $n \ge 2$.

Express the value of each x_n for $n=2,3,\ldots,6$ as a fraction of the form a/b, where a and b are integers and GCD(a,b)=1. Also print its real value as a floating-point number.

You must use loop but not any array or any user-defined function or math.h.

Declare *n* as int and all other variables as unsigned long int.

[Can you say what would be the value of $\lim_{n\to\infty} x_n$? This is not for evaluation.]

Output:

```
n = 2: 3 / 2 = 1.500000

n = 3: 17 / 12 = 1.416667

n = 4: 577 / 408 = 1.414216

n = 5: 665857 / 470832 = 1.414214

n = 6: 886731088897 / 627013566048 = 1.414214
```

Logic:

Let
$$x_n = \frac{a}{b}$$
.

Then
$$x_{n+1} = \frac{a}{2b} + \frac{b}{a} = \frac{a^2 + 2b^2}{2ab} \implies a \leftarrow a^2 + 2b^2, b \leftarrow 2ab.$$

As $n \longrightarrow \infty$, $x_{n+1} \longrightarrow x_n = k$ (say) $\implies k = \frac{k}{2} + \frac{1}{k} \implies k^2 = 2 \implies k = \sqrt{2}.$

We start with n = 2(a = 3, b = 2), i.e., a > 2, b even, and GCD(a, b) = 1.

We show that $GCD(a^2 + 2b^2, 2ab) = 1$.

Proof: As b is even, a cannot be even, and so 2 does not divide $a^2 + 2b^2$.

Now, let p > 2 be a prime such that p divides either a or b.

If p|a, then p cannot divide $a^2 + 2b^2$ because that would imply $p|2b^2$, or p|b, which is a contradiction because GCD(a,b) = 1.

If p|b, then p cannot divide $a^2 + 2b^2$ because that would imply $p|a^2$, or p|a, which is again a contradiction because GCD(a,b) = 1.

Week 5: 19-May-2021 (array, function, recursion)

w05-1. For positive integers n, a function f(n) is defined as

$$f(n) = \begin{cases} 1 & \text{if } n = 1, \\ f(n-1) + n! & \text{otherwise.} \end{cases}$$

Compute the values of $f(1), f(2), \ldots, f(12)$ using fewest multiplications. Store them in an array of size 12. Print the array. Do use loop but not any function.

Output

```
1 3 9 33 153 873 5913 46233 409113 4037913 43954713 522956313
```

w05-2. Write a program to reverse the digits of a number using function. The function should take as input the given number and return to main() the reversed number.

Examples

```
Enter a positive integer: 10900
Reverse number = 901.
Enter a positive integer: 112453
Reverse number = 354211.
```

w05-3. Write a function int nCr(int n, int r) that recursively computes the value of $\binom{n}{r}$ using the recurrence

$$\binom{n}{r} = \binom{n-1}{r-1} + \binom{n-1}{r}$$

and returns the value to main(). From the main(), this function has to be called from a loop for $r=0,1,2,\ldots,n$. The value of n is taken as input from main().

[This is not an efficient way to compute $\binom{n}{r}$ but it shows how a recursive function works.]

```
Enter n: 1
Result: 1 1

Enter n: 2
Result: 1 2 1

Enter n: 3
Result: 1 3 3 1

Enter n: 6
Result: 1 6 15 20 15 6 1

Enter n: 10
Result: 1 10 45 120 210 252 210 120 45 10 1
```

Week 6: 02-June-2021 (Lab Test 2)

You can write user-defined functions but cannot use any library function other than stdio.h.

- **w06-1.** (a) User gives just a positive whole number n as input. Print all the square numbers less than or equal to n. [50 marks]
 - (b) For each square number s, print the binary string of length s whose first \sqrt{s} bits are 1, next \sqrt{s} bits are 0, next \sqrt{s} bits are 1, and so on. [50 marks]

For the entire code, you cannot use any array or loop but you can use user-defined recursive / non-recursive functions

Examples

w06-2. Input is n distinct digits that should be stored in an array. Output should be all possible numbers made by these digits, and the count of these numbers. The value of n is in the range [2, 10]. Every ten numbers should be printed in a new line, excepting possibly the last line. Further, each number needs to be printed right-aligned in its respective column just as a sequence of digits, and hence no extra array can be used.

```
Enter the number of digits: 2
Enter 2 distinct digits: 5 3
Numbers:
53 35
Count = 2.

Enter the number of digits: 2
Enter 2 distinct digits: 5 0
Numbers:
50 5
Count = 2.

Enter the number of digits: 3
Enter the number of digits: 2 4 6
Numbers:
246 264 426 462 642 624
Count = 6.
```

Enter the number of digits: 3
Enter 3 distinct digits: 2 0 6
Numbers:
206 260 26 62 602 620
Count = 6.

Enter the number of digits: 3
Enter 3 distinct digits: 0 2 6
Numbers:
26 62 206 260 620 602
Count = 6.

Enter the number of digits: 5
Enter 5 distinct digits: 1 3 5 4 2
Numbers:

13542 13524 13452 13425 13245 13254 15342 15324 15423 15243 15243 15234 14532 14523 14352 14325 14235 14253 12543 12534 12453 12435 12345 12354 31542 31524 31452 31425 31245 31254 35142 35124 35412 35421 35241 35214 34512 34521 34152 34125 34215 34251 32541 32514 32451 32415 32145 32154 53142 53421 53241 53241 53241 53241 53241 53242 51423 51243 51234 54132 54123 54312 54321 54231 54231 52431 52341 52314 43512 43521 43152 43125 43251 4235 4231 52341 52314 43512 43521 43152 43125 43251 4235 4231 4253

Enter the number of digits: 5 Enter 5 distinct digits: 5 4 0 1 2 Numbers:

- **w06-3.** (a) Take as input a natural number n in the range [1, 100], followed by n distinct integers. Store these n numbers in a 1D integer array. Print the n numbers. [30 marks]
 - (b) Take another integer input m in the range [1, n]. Print the smallest m numbers in increasing order. [70 marks]

```
Enter n: 5
Enter 5 distinct numbers:
6
Number already exists; please enter a different number.
4
Number already exists; please enter a different number.
Number already exists; please enter a different number.
Numbers in the array:
6 7 5 4 2
Enter m: 3
Smallest 3 numbers in order:
2 4 5
Enter n: 5
Enter 5 distinct numbers:
7
6
Number already exists; please enter a different number.
Number already exists; please enter a different number.
Numbers in the array:
5 7 6 4 8
Enter m: 5
Smallest 5 numbers in order:
4 5 6 7 8
Enter n: 10
Enter 10 distinct numbers:
15
11
23
12
62
11
Number already exists; please enter a different number.
```

```
11
Number already exists; please enter a different number.
Number already exists; please enter a different number.
Number already exists; please enter a different number.
54
45
45
Number already exists; please enter a different number.
Number already exists; please enter a different number.
Number already exists; please enter a different number.
13
16
14
Numbers in the array:
15 11 23 12 62 54 45 13 16 14
Enter m: 4
Smallest 4 numbers in order:
11 12 13 14
```

Week 7: 9-June-2021 (2D array, structure)

w07-1. Compute the multiplication of two matrices A and B having dimensions (#rows by #columns) m-by-n and n-by-p respectively. The parameters m, n, p (value 1 to 10) and the elements of A and B are taken as input during run time. Assume that the elements are integers. Compute the product AB, store it in C, and print C on the terminal.

Example 1

```
Enter #rows & #columns of 1st matrix: 1 1
Enter #columns of 2nd matrix: 1
Enter Matrix A:
2
Enter Matrix B:
3
Output matrix:
6
```

Example 2

```
Enter #rows & #columns of 1st matrix: 1 2
Enter #columns of 2nd matrix: 2
Enter Matrix A:
2 3
Enter Matrix B:
1 0
0 1
Output matrix:
2 3
```

Example 3

```
Enter #rows & #columns of 1st matrix: 3 2
Enter #columns of 2nd matrix: 2
Enter Matrix A:
1 2
3 4
5 6
Enter Matrix B:
1 0
0 1

Output matrix:
    1 2
3 4
5 6
```

```
Enter #rows & #columns of 1st matrix: 2 3
Enter #columns of 2nd matrix: 3
Enter Matrix A:
1 2 3
```

```
4 5 6
Enter Matrix B:
1 0 0
0 1 0
0 0 1
Output matrix:
1 2 3
4 5 6
```

Example 5

```
Enter #rows & #columns of 1st matrix: 5 3
Enter #columns of 2nd matrix: 2
Enter Matrix A:
2 0 1
0 0 2
1 1 0
0 3 1
1 0 0
Enter Matrix B:
1 2
2 1
1 0
Output matrix:
 3 4
  2 0
 3 3
 7
     3
     2
  1
```

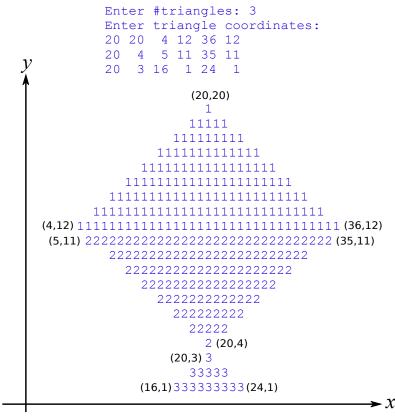
```
Enter #rows & #columns of 1st matrix: 3 5
Enter #columns of 2nd matrix: 2
Enter Matrix A:
-2 0 1 -3 7
1 -4 5 0 -1
0 0 2 -2 -3
Enter Matrix B:
1 -1
-1 0
2 1
0 -7
1 0
Output matrix:
 7 24
14 4
 1 16
```

w07-2. Declare the following two structures as global:

- i. point containing two integer coordinates: x, y.
- ii. triangle containing an array of 3 points.

Declare in **main()** an array of type **triangle** that can accommodate 9 triangles. Take the number of triangles n(1 to 9) as input in **main()** and populate the array. If two or more triangles intersect each other, then mark each common point by the ID of one of them (say, by the smallest ID).

Display the n triangles on the terminal as follows. Print each character on the terminal either as the ID (1 to n) of a triangle or as a space, depending on whether that character (suggested to use: $(x, y) \equiv (\text{column, row})$ of the terminal) lies inside some triangle or not. Assume that the vertices of all the triangles have integer coordinates $x \in [0, 40], y \in [0, 20]$.



(x,y) coordinates are shown in black. Your program has to print only the blue numbers 1, 2, 3.

Note:

i. Heron's formula: $\operatorname{area}(\Delta abc) = \sqrt{s(s-a)(s-b)(s-c)}$, where $s = \frac{1}{2}(a+b+c)$, and a,b,c are three sides. We can use Heron's formula to check whether or not a point p (i.e., a terminal character) lies in Δabc , using that p lies in Δabc if and only if

$$\operatorname{area}(\Delta abc) = S$$
, where $S = \operatorname{area}(\Delta pab) + \operatorname{area}(\Delta pbc) + \operatorname{area}(\Delta pca)$.

However, as a computer has finite precision, this kind of equality check has to be done carefully, using an *error tolerance*, namely ε . So, in your code use that p lies in a

$$S - \varepsilon \leq \operatorname{area}(\Delta abc) \leq S + \varepsilon.$$

- ii. You can use any other formula to compute triangle area but you must use the above equation to decide whether a point lies inside a triangle.
- iii. Use $\varepsilon = 0.001$ for all geometric comparisons.
- iv. Use **double** precision for real computations whenever needed.
- v. Use math.h for square root function.
- vi. Write a user-defined function calArea(triangle t) to compute the area of a triangle t as needed in main().

```
Example 1
                                    Example 2
Enter #triangles: 3
                                    Enter #triangles: 7
Enter triangle coordinates:
                                    Enter triangle coordinates:
20 20 4 12 36 12
                                    20 20 16 18 24 18
                                    20 16 16 18 24 18
20 4 5 11 35 11
20 3 16 1 24 1
                                    20 16 13 8 27 8
                                    20 16 10 12 7 7
                                    20 16 30 12 33 7
                                    20 8 15 8 17 0
                                    20 8 25 8 23 0
Output:
                                    Output:
                 11111
                                                  11111
               111111111
                                                111111111
             1111111111111
                                                  22222
           111111111111111111
                                                  4 3 5
         11111111111111111111111
                                               444 333 555
       111111111111111111111111111111
     111111111111111111111111111111111111
                                            444 33333 555
   44444 3333333 55555
                                          444 333333333
    2222222222222222222222222222222
       2222222222222222222222
                                         444
                                               33333333333
                                                           555
         222222222222222222
                                             3333333333333
           222222222222222
                                             333333333333333
             22222222222
                                                6666 7777
               22222222
                                                6666 7777
                 22222
                                                666
                                                     777
                                                666
                                                     777
                   3
                                                66
                                                     77
                 33333
                                                      7
               33333333
                                                 6
                                                      7
                                                      7
```

w07-3. Define a 3D vector as: typedef struct {int x, y, z;} vector;

Use it to compute the dot product and cross product of two vectors, using the following userdefined functions, invoking them from main(), and printing all output from main():

i. int dot product(vector a, vector b)

ii. vector cross product(vector a, vector b)

Note: For two vectors $a = (a_1, a_2, a_3)$ and $b = (b_1, b_2, b_3)$, their respective *dot product* and *cross product* are defined as:

```
a \cdot b = a_1b_1 + a_2b_2 + a_3b_3 and a \times b = (a_2b_3 - a_3b_2, a_3b_1 - a_1b_3, a_1b_2 - a_2b_1).
```

The code should be structured as follows.

Note: Any user-defined function should be written before main() or before a function that invokes it. Henceforth, in all assignments, you should do this; otherwise 20% marks will be deducted.

```
#include<stdio.h>
typedef struct {int x, y, z;} vector;
int dot product(vector a, vector b) {
 // compute the dot product and return the value
vector cross product(vector a, vector b) {
 // declare a vector c, compute c as the cross product of a and b
 // return c
}
int main(){
 int x, y, z; // vector components = (x, y, z)
 vector a, b, c;
 // read vectors a and b.
  // call dot product(a, b) and print its value.
 // call cross product(a, b) and store it in c.
 // print c.
 return 1;
}
Examples
Enter vector a: 1 1 1
Enter vector b: 1 2 3
Dot product = 6.
Cross product = (1, -2, 1).
Enter vector a: -2 3 -4
Enter vector b: 4 - 5 6
Dot product = -47.
Cross product = (-2, -4, -2).
```

Week 8: 16-June-2021 (string, pointer, 1D array dynamic allocation)

w08-1. A shop has 12 items. To buy one, the buyer first gives a keyword as input. Your code has to search that keyword in the array s[] of those 12 items and print all the items containing that keyword, along with their serial numbers and unit prices. [50 marks]

Now request the buyer for placing order by some serial number and required quantity. Print the total amount against the order, adding GST @10% and adjusting the final amount to the nearest rupee value.

i. Define a structure for each item as follows:

```
typedef struct{
  char name[20], unit[10];
  float price;
} item;
```

- ii. You can use any library function other than math.h.
- iii. The keyword may be in lowercase or uppercase or a mix. It may be any word or subword of name field.
- iv. The array s[] of 12 items need to be initialized inside main () as follows:

```
item s[] = {
    {"BUTTER COOKIES",
                         "PACK",
                                   25},
    {"CASHEW COOKIES",
                         "PACK",
                                   30},
    {"CREAM CAKE",
                       "SLICE",
"LITRE",
                         "SLICE",
                                   22},
    {"LEMON JUICE",
                                   35},
    {"VEG CASHEW CAKE", "SLICE",
                                   18},
    {"MANGO JUICE", "LITRE",
                                   78},
    {"COOKIES (PLAIN)", "PACK",
                                   15},
    {"ORANGE JUICE",
                                   72},
                         "LITRE",
    {"MILK BISCUITS",
                        "PACK",
                                   12},
    {"PLAIN VEG CAKE", "SLICE",
                                   20},
    {"BUTTER FRUIT CAKE", "SLICE",
                                   25},
    {"PINEAPPLE JUICE", "LITRE",
                                   65}
}
```

Examples

Enter a keyword: Cookies

```
Items found matching with your keyword:

1: BUTTER COOKIES --- Rs.25.00 per PACK

2: CASHEW COOKIES --- Rs.30.00 per PACK

7: COOKIES (PLAIN) --- Rs.15.00 per PACK

Enter your choice: 2
Enter the quantity: 2
To pay (with GST) = Rs. 66.

Enter a keyword: cooKieS

Items found matching with your keyword:

1: BUTTER COOKIES --- Rs.25.00 per PACK

2: CASHEW COOKIES --- Rs.30.00 per PACK

7: COOKIES (PLAIN) --- Rs.15.00 per PACK
```

```
Enter your choice: 1
Enter the quantity: 3
To pay (with GST) = Rs. 83.
Enter a keyword: cook
 Items found matching with your keyword:
 1: BUTTER COOKIES --- Rs.25.00 per PACK
 2: CASHEW COOKIES --- Rs.30.00 per PACK
7: COOKIES (PLAIN) --- Rs.15.00 per PACK
Enter your choice: 3
Enter the quantity: 3
To pay (with GST) = Rs. 73.
Enter a keyword: plain
 Items found matching with your keyword:
7: COOKIES (PLAIN) --- Rs.15.00 per PACK
10: PLAIN VEG CAKE --- Rs.20.00 per SLICE
Enter your choice: 7
Enter the quantity: 1
To pay (with GST) = Rs. 17.
Enter a keyword: cooo
Items found matching with your keyword:
Sorry, no such item is found...
Enter a keyword: juic
 Items found matching with your keyword:
4: LEMON JUICE --- Rs.35.00 per LITRE
6: MANGO JUICE --- Rs.78.00 per LITRE
8: ORANGE JUICE --- Rs.72.00 per LITRE
 8: ORANGE JUICE
12: PINEAPPLE JUICE --- Rs.65.00 per LITRE
Enter your choice: 6
Enter the quantity: 1
To pay (with GST) = Rs. 86.
Enter a keyword: bis
 Items found matching with your keyword:
 9: MILK BISCUITS
                         --- Rs.12.00 per PACK
Enter your choice: 9
Enter the quantity: 2
To pay (with GST) = Rs. 26.
Enter a keyword: bis
 Items found matching with your keyword:
```

```
9: MILK BISCUITS --- Rs.12.00 per PACK
Enter your choice: 9
Enter the quantity: 2
To pay (with GST) = Rs. 26.
```

w08-2. Declare two character pointers **x** and **y** so as to point to two static strings, the first being your name (say, "Abhirup") and the second your surname (say, "Gupta"). Print the address of each of the k characters starting from the 1st character of either string, along with the character and its integer value, strictly in the format shown in the example below. (80 marks)

Now change the address of **x** to that of **y**, and print 4k characters starting from the 1st character of **x** as before. (20 marks)

Note:

- i. Take k as the smallest integer larger than 31 such that it is divisible by the length of your name (e.g., 7 for "Abhirup").
- ii. Your code should not ask for any user-input during execution.
- iii. You cannot use any library other than stdio.h.
- iv. Use just one loop-variable (int i) but no other variable.
- v. If a character is newline (\n) or null: ($\0$), then print it as # (\times [007], \times [013], \times [014], etc. in the example).

Output (for Abhirup Gupta)

```
35 bytes starting from x[0]:
x[000]: 0x56385b9eb008 --> A = 65
x[001]: 0x56385b9eb009 \longrightarrow b = 98
x[002]: 0x56385b9eb00a --> h = 104
x[003]: 0x56385b9eb00b \longrightarrow i = 105
x[004]: 0x56385b9eb00c --> r = 114
x[005]: 0x56385b9eb00d --> u = 117
x[006]: 0x56385b9eb00e --> p = 112
x[007]: 0x56385b9eb00f --> # = 0
x[008]: 0x56385b9eb010 --> G = 71
x[009]: 0x56385b9eb011 --> u = 117
x[010]: 0x56385b9eb012 \longrightarrow p = 112
x[011]: 0x56385b9eb013 \longrightarrow t = 116
x[012]: 0x56385b9eb014 --> a = 97
x[013]: 0x56385b9eb015 \longrightarrow # = 0
x[014]: 0x56385b9eb016 \longrightarrow # = 10
x[015]: 0x56385b9eb017 --> 3 = 51
x[016]: 0x56385b9eb018 --> 5 = 53
x[017]: 0x56385b9eb019 -->
x[018]: 0x56385b9eb01a --> b = 98
x[019]: 0x56385b9eb01b --> y = 121
x[020]: 0x56385b9eb01c --> t = 116
x[021]: 0x56385b9eb01d --> e = 101
x[022]: 0x56385b9eb01e --> s = 115
x[023]: 0x56385b9eb01f -->
x[024]: 0x56385b9eb020 \longrightarrow s = 115
x[025]: 0x56385b9eb021 --> t = 116
x[026]: 0x56385b9eb022 --> a = 97
x[027]: 0x56385b9eb023 --> r = 114
```

```
x[028]: 0x56385b9eb024 \longrightarrow t = 116
x[029]: 0x56385b9eb025 \longrightarrow i = 105
x[030]: 0x56385b9eb026 --> n = 110
x[031]: 0x56385b9eb027 --> q = 103
x[032]: 0x56385b9eb028 \longrightarrow = 32
x[033]: 0x56385b9eb029 --> f = 102
x[034]: 0x56385b9eb02a \longrightarrow r = 114
35 bytes starting from y[0]:
y[000]: 0x56385b9eb010 --> G = 71
y[001]: 0x56385b9eb011 --> u = 117
y[002]: 0x56385b9eb012 --> p = 112
y[003]: 0x56385b9eb013 --> t = 116
y[004]: 0x56385b9eb014 --> a = 97
y[005]: 0x56385b9eb015 --> # = 0
y[006]: 0x56385b9eb016 --> # = 10
y[007]: 0x56385b9eb017 --> 3 = 51
y[008]: 0x56385b9eb018 --> 5 = 53
y[009]: 0x56385b9eb019 --> = 32
y[010]: 0x56385b9eb01a --> b = 98
y[011]: 0x56385b9eb01b --> y = 121
y[012]: 0x56385b9eb01c --> t = 116
y[013]: 0x56385b9eb01d --> e = 101
y[014]: 0x56385b9eb01e --> s = 115
y[015]: 0x56385b9eb01f --> = 32
y[016]: 0x56385b9eb020 --> s = 115
y[017]: 0x56385b9eb021 --> t = 116
y[018]: 0x56385b9eb022 --> a = 97
y[019]: 0x56385b9eb023 --> r = 114
y[020]: 0x56385b9eb024 --> t = 116
y[021]: 0x56385b9eb025 --> i = 105
y[022]: 0x56385b9eb026 --> n = 110
y[023]: 0x56385b9eb027 --> q = 103
y[024]: 0x56385b9eb028 --> = 32
y[025]: 0x56385b9eb029 --> f = 102
y[026]: 0x56385b9eb02a --> r = 114
y[027]: 0x56385b9eb02b --> o = 111
y[028]: 0x56385b9eb02c --> m = 109
y[029]: 0x56385b9eb02d --> = 32
y[030]: 0x56385b9eb02e --> x = 120
y[031]: 0x56385b9eb02f --> [ = 91
y[032]: 0x56385b9eb030 --> 0 = 48
y[033]: 0x56385b9eb031 --> ] = 93
y[034]: 0x56385b9eb032 --> := 58
After x is modified to y:
140 bytes starting from x[0]:
x[000]: 0x56385b9eb010 --> G = 71
x[001]: 0x56385b9eb011 --> u = 117
x[002]: 0x56385b9eb012 --> p = 112
x[003]: 0x56385b9eb013 --> t = 116
x[004]: 0x56385b9eb014 --> a = 97
x[005]: 0x56385b9eb015 --> # = 0
```

```
x[006]: 0x56385b9eb016 \longrightarrow # = 10
x[007]: 0x56385b9eb017 --> 3 = 51
x[008]: 0x56385b9eb018 --> 5 = 53
x[009]: 0x56385b9eb019 -->
x[010]: 0x56385b9eb01a --> b = 98
x[011]: 0x56385b9eb01b \longrightarrow y = 121
x[012]: 0x56385b9eb01c --> t = 116
x[013]: 0x56385b9eb01d --> e = 101
x[014]: 0x56385b9eb01e --> s = 115
x[015]: 0x56385b9eb01f -->
x[016]: 0x56385b9eb020 \longrightarrow s = 115
x[017]: 0x56385b9eb021 --> t = 116
x[018]: 0x56385b9eb022 \longrightarrow a = 97
x[019]: 0x56385b9eb023 \longrightarrow r = 114
x[020]: 0x56385b9eb024 --> t = 116
x[021]: 0x56385b9eb025 --> i = 105
x[022]: 0x56385b9eb026 --> n = 110
x[023]: 0x56385b9eb027 --> g = 103
x[024]: 0x56385b9eb028 -->
                                = 32
x[025]: 0x56385b9eb029 --> f = 102
x[026]: 0x56385b9eb02a --> r = 114
x[027]: 0x56385b9eb02b --> o = 111
x[028]: 0x56385b9eb02c \longrightarrow m = 109
x[029]: 0x56385b9eb02d -->
x[030]: 0x56385b9eb02e --> x = 120
x[031]: 0x56385b9eb02f --> [ = 91
x[032]: 0x56385b9eb030 \longrightarrow 0 = 48
x[033]: 0x56385b9eb031 --> ] = 93
x[034]: 0x56385b9eb032 \longrightarrow : = 58
x[035]: 0x56385b9eb033 \longrightarrow # = 0
x[036]: 0x56385b9eb034 \longrightarrow x = 120
x[037]: 0x56385b9eb035 --> [ = 91
x[038]: 0x56385b9eb036 \longrightarrow % = 37
x[039]: 0x56385b9eb037 --> c = 99
x[040]: 0x56385b9eb038 \longrightarrow % = 37
x[041]: 0x56385b9eb039 --> c = 99
x[042]: 0x56385b9eb03a --> % = 37
x[043]: 0x56385b9eb03b --> d = 100
x[044]: 0x56385b9eb03c --> 1 = 93
x[045]: 0x56385b9eb03d --> : = 58
x[046]: 0x56385b9eb03e -->
                                = 32
x[047]: 0x56385b9eb03f --> % = 37
x[048]: 0x56385b9eb040 \longrightarrow p = 112
x[049]: 0x56385b9eb041 -->
                                = 32
x[050]: 0x56385b9eb042 --> - = 45
x[051]: 0x56385b9eb043 --> - = 45
x[052]: 0x56385b9eb044 \longrightarrow > = 62
x[053]: 0x56385b9eb045 -->
                                = 32
x[054]: 0x56385b9eb046 --> % = 37
x[055]: 0x56385b9eb047 --> c = 99
x[056]: 0x56385b9eb048 -->
                                = 32
x[057]: 0x56385b9eb049 --> = = 61
x[058]: 0x56385b9eb04a -->
x[059]: 0x56385b9eb04b \longrightarrow % = 37
```

```
x[060]: 0x56385b9eb04c --> d = 100
x[061]: 0x56385b9eb04d \longrightarrow # = 10
x[062]: 0x56385b9eb04e \longrightarrow # = 0
x[063]: 0x56385b9eb04f \longrightarrow # = 10
x[064]: 0x56385b9eb050 \longrightarrow 3 = 51
x[065]: 0x56385b9eb051 \longrightarrow 5 = 53
x[066]: 0x56385b9eb052 -->
x[067]: 0x56385b9eb053 --> b = 98
x[068]: 0x56385b9eb054 --> y = 121
x[069]: 0x56385b9eb055 \longrightarrow t = 116
x[070]: 0x56385b9eb056 --> e = 101
x[071]: 0x56385b9eb057 --> s = 115
x[072]: 0x56385b9eb058 -->
x[073]: 0x56385b9eb059 --> s = 115
x[074]: 0x56385b9eb05a --> t = 116
x[075]: 0x56385b9eb05b --> a = 97
x[076]: 0x56385b9eb05c --> r = 114
x[077]: 0x56385b9eb05d --> t = 116
x[078]: 0x56385b9eb05e --> i = 105
x[079]: 0x56385b9eb05f --> n = 110
x[080]: 0x56385b9eb060 --> q = 103
x[081]: 0x56385b9eb061 -->
                               = 32
x[082]: 0x56385b9eb062 \longrightarrow f = 102
x[083]: 0x56385b9eb063 \longrightarrow r = 114
x[084]: 0x56385b9eb064 \longrightarrow 0 = 111
x[085]: 0x56385b9eb065 --> m = 109
x[086]: 0x56385b9eb066 -->
                             = 32
x[087]: 0x56385b9eb067 --> y = 121
x[088]: 0x56385b9eb068 --> [ = 91
x[089]: 0x56385b9eb069 --> 0 = 48
x[090]: 0x56385b9eb06a --> ] = 93
x[091]: 0x56385b9eb06b --> : = 58
x[092]: 0x56385b9eb06c --> # = 0
x[093]: 0x56385b9eb06d --> y = 121
x[094]: 0x56385b9eb06e --> [ = 91
x[095]: 0x56385b9eb06f --> % = 37
x[096]: 0x56385b9eb070 --> c = 99
x[097]: 0x56385b9eb071 --> % = 37
x[098]: 0x56385b9eb072 --> c = 99
x[099]: 0x56385b9eb073 --> % = 37
x[100]: 0x56385b9eb074 --> d = 100
x[101]: 0x56385b9eb075 --> ] = 93
x[102]: 0x56385b9eb076 --> : = 58
x[103]: 0x56385b9eb077 -->
                               = 32
x[104]: 0x56385b9eb078 \longrightarrow % = 37
x[105]: 0x56385b9eb079 --> p = 112
x[106]: 0x56385b9eb07a -->
                               = 32
x[107]: 0x56385b9eb07b --> - = 45
x[108]: 0x56385b9eb07c --> - = 45
x[109]: 0x56385b9eb07d --> > = 62
x[110]: 0x56385b9eb07e -->
                               = 32
x[111]: 0x56385b9eb07f --> % = 37
x[112]: 0x56385b9eb080 \longrightarrow c = 99
x[113]: 0x56385b9eb081 -->
```

```
x[114]: 0x56385b9eb082 --> = = 61
x[115]: 0x56385b9eb083 -->
x[116]: 0x56385b9eb084 --> % = 37
x[117]: 0x56385b9eb085 --> d = 100
x[118]: 0x56385b9eb086 \longrightarrow # = 10
x[119]: 0x56385b9eb087 \longrightarrow # = 0
x[120]: 0x56385b9eb088 \longrightarrow # = 10
x[121]: 0x56385b9eb089 --> A = 65
x[122]: 0x56385b9eb08a --> f = 102
x[123]: 0x56385b9eb08b --> t = 116
x[124]: 0x56385b9eb08c --> e = 101
x[125]: 0x56385b9eb08d --> r = 114
x[126]: 0x56385b9eb08e -->
x[127]: 0x56385b9eb08f --> x = 120
x[128]: 0x56385b9eb090 -->
                                 = 32
x[129]: 0x56385b9eb091 --> i = 105
x[130]: 0x56385b9eb092 \longrightarrow s = 115
x[131]: 0x56385b9eb093 -->
x[132]: 0x56385b9eb094 \longrightarrow m = 109
x[133]: 0x56385b9eb095 --> o = 111
x[134]: 0x56385b9eb096 \longrightarrow d = 100
x[135]: 0x56385b9eb097 \longrightarrow i = 105
x[136]: 0x56385b9eb098 \longrightarrow f = 102
x[137]: 0x56385b9eb099 \longrightarrow i = 105
x[138]: 0x56385b9eb09a --> e = 101
x[139]: 0x56385b9eb09b --> d = 100
```

w08-3. User supplies as input the value of an integer n. Do these: i) dynamically allocate an integer array a[] of length n, ii) fill up a[] by n single-digit integers taken from the user, and iii) print the elements of a[] right-justified. (30 + 10 + 10 = 50 marks)

Write a function of the prototype **void shiftRight(int *a, int n)** that takes as input the address ***a** and the number of elements of an array **a[]**, and shifts its content to the right by one place with wrap around, as shown in the example. Call **shiftRight(...)** from the **main()** with **a[]** as input for n times. Print the elements of **a[]** right-justified, after each function call. (50 marks)

```
Enter the length of array: 5
Enter 5 integers: 3 -2 4 -1 6
Input elements:
                  3 -2
                        4 - 1
After shift 1:
                  6 \quad 3 \quad -2 \quad 4 \quad -1
After shift 2:
                       3 -2
                -1
                    6
After shift 3: 4 -1
                        6 3 -2
After shift 4: -2 4 -1
After shift 5:
                3 -2
                        4 -1
```