

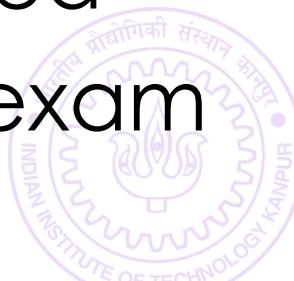
Mr C stands in a line

ESC101: Fundamentals of Computing

Purushottam Kar

Lab Exam (Sun, 09 Sep)

- Come only to your assigned session at least 15 minutes before start of exam – assigned seating will be there!
- **BRING YOUR INSTITUTE ID CARD, HANDWRITTEN NOTES**
- **DO NOT BRING YOUR MOBILE PHONES/IPADS TO EXAM**
- Syllabus – till loops (no arrays)
- **NO** printouts, photocopies, slides, websites allowed
- Prutor CodeBook will be unavailable during lab exam
- **TA HELP WILL NOT BE AVAILABLE DURING EXAM**



Lab Exam (Sun, 09 Sep)

- Morning exam (Wed, Thu batches)
 - 10:30 AM - 1:30 PM – starts 10:30 AM sharp
 - **CC-01:** B9, {B14 even roll numbers}
 - **CC-02:** B7, B10, B11
 - **CC-03:** B12
 - **MATH-LINUX:** B8, {B14 odd roll numbers}
- Go see your room during this week's lab
- Be there 15 minutes before your exam 10:15AM
- Cannot switch to afternoon session



Lab Exam (Sun, 09 Sep)

- Afternoon exam (Mon, Tue batches)
 - 2 PM - 5 PM – starts 2 PM sharp
 - **CC-01:** B1, {B2 even roll numbers}
 - **CC-02:** B4, B5, B6
 - **CC-03:** B3
 - **MATH-LINUX:** B13, {B2 odd roll numbers}
- Go see your room during this week's lab
- Be there 15 minutes before your exam 1:45 PM
- Cannot switch to morning session



Some Tips on Correcting Errors

5



ESC101: Fundamentals
of Computing

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Print non-output variables as well – it is boring ☺ but useful



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A screenshot of a code editor interface. At the top, there are four tabs: 'Console', 'Activity Log', 'Input' (which is highlighted with a dotted border), and 'Output'. Below the tabs is a dark grey text area containing the C code shown in the previous block. The code consists of a for loop that reads five integers from the user. If the integer is greater than zero, it continues to the next iteration. Otherwise, it adds the integer to a variable named 'sum'. The 'Input' tab is currently active, suggesting that the user will enter values for the variable 'num'.



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Console Activity Log Input Output

1 2 -3 -5 0



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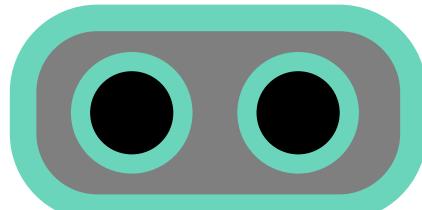
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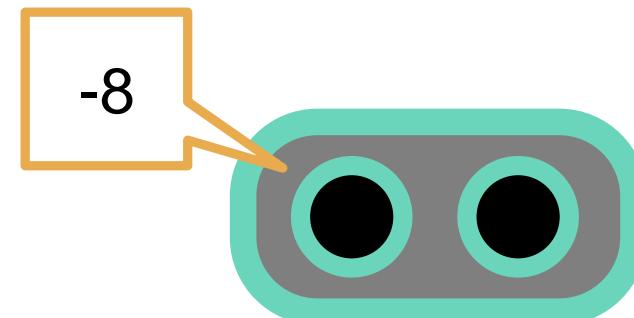
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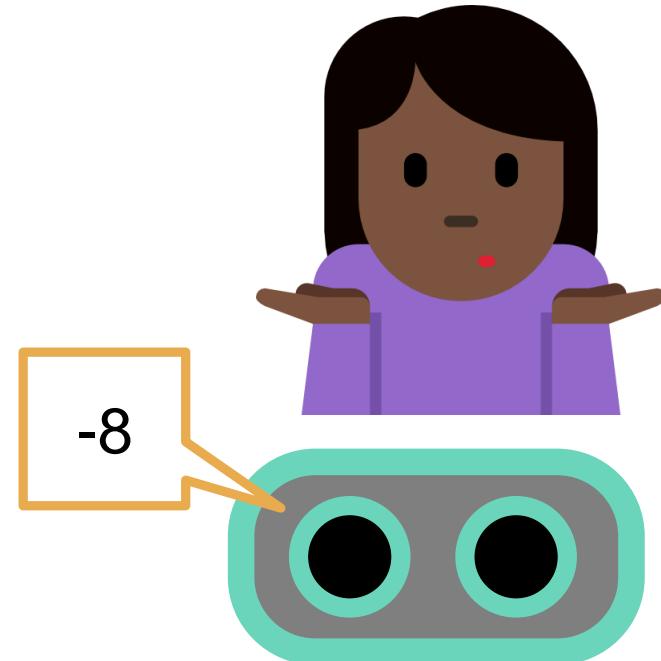
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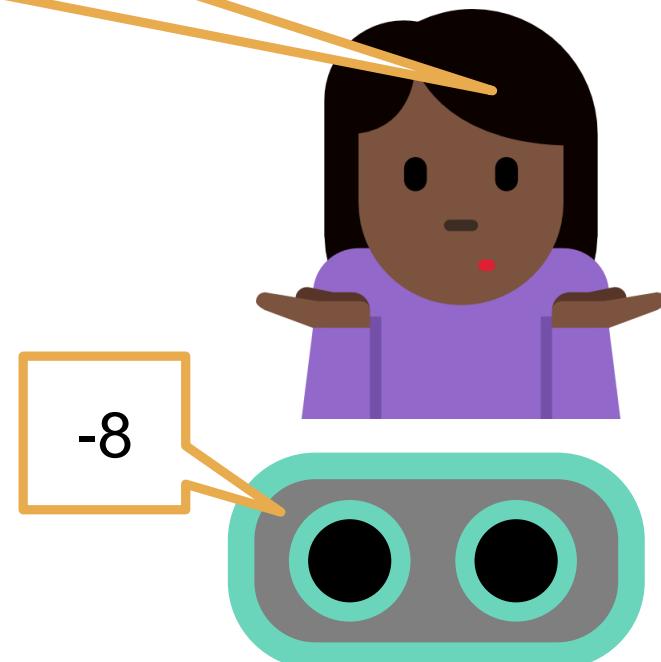
Print non-output variables as we sum of positive numbers 😞 · useful

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My code is not printing
sum of positive numbers 😞



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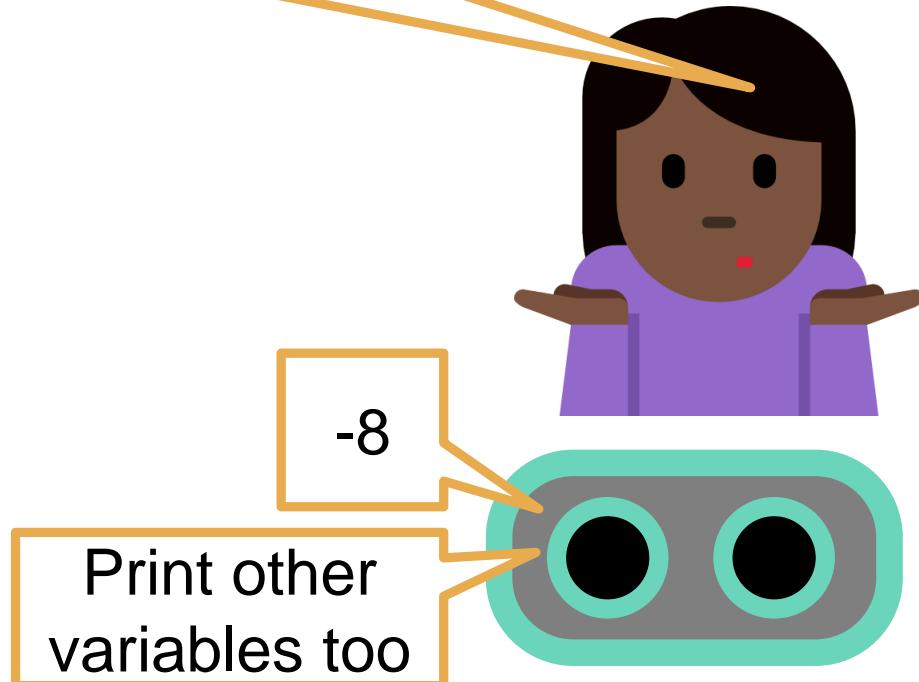
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Print other
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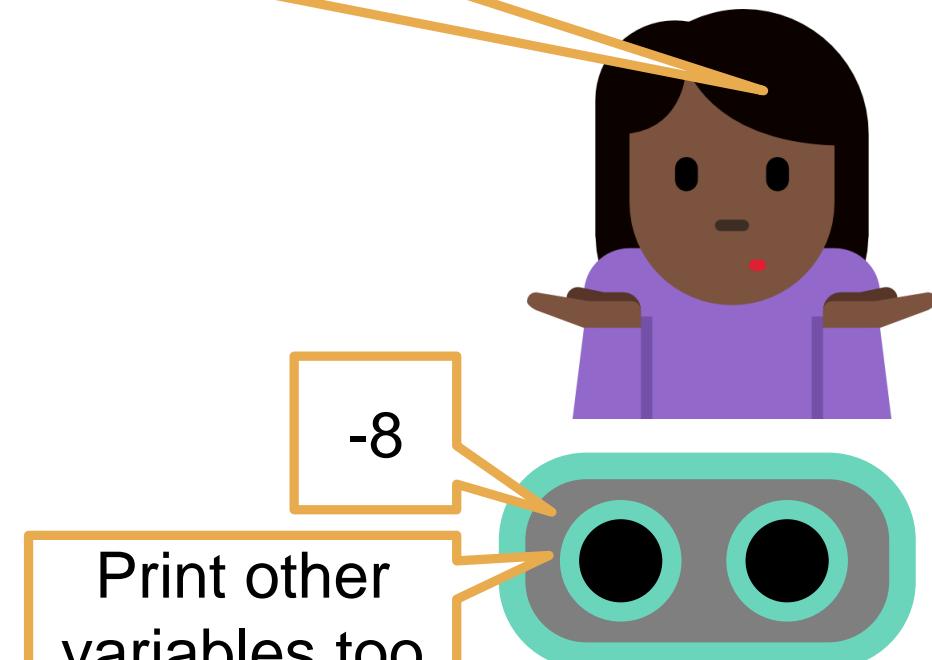
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Console Activity Log Input Output

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int sum = 0, i, num;
for(i = 1; i <= 5; i++){
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    if (num > 0) continue;
    sum += num;
    printf("add %d\n", num);
}
```

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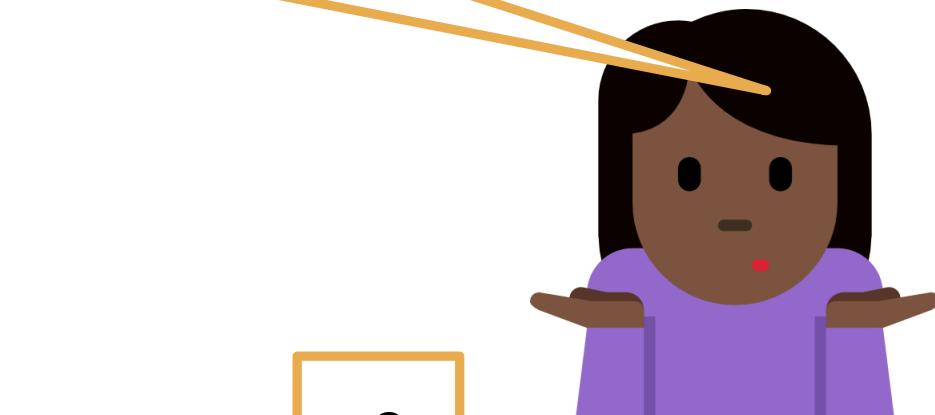
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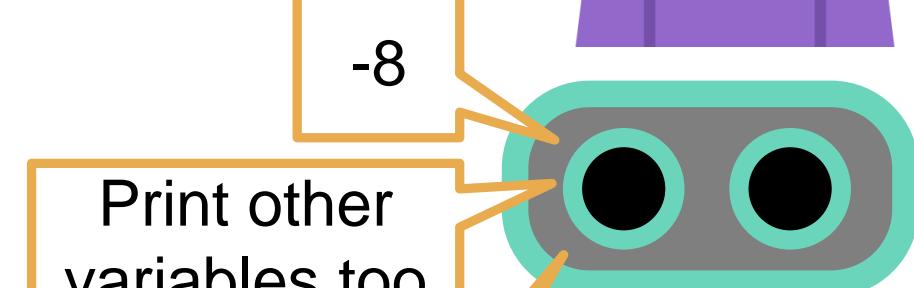
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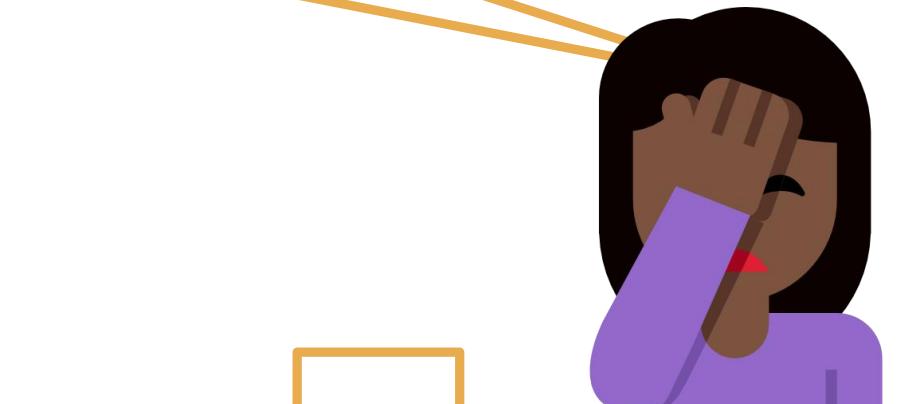
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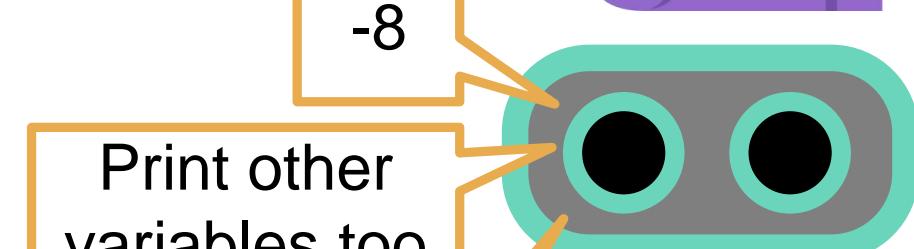
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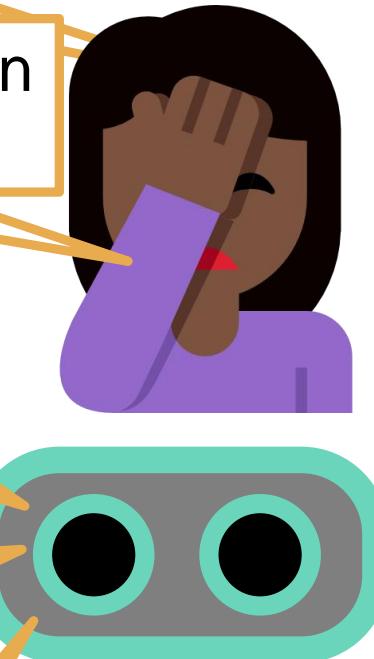
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Some Tips on Correcting Errors

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Just as you do in the “What will be the output” style questions in minor quiz.



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Do this on simple inputs first otherwise tracing will become very confusing and difficult



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Prutor offers a visualizer (Run > Visualize) – not a magical tool, just helps you trace your program more comfortably



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Prutor offers a visualizer (Run > Visualize) – not a magical tool, just helps you trace your program more comfortably

Other tools called debuggers also widely used



Some Tips on Correcting Errors

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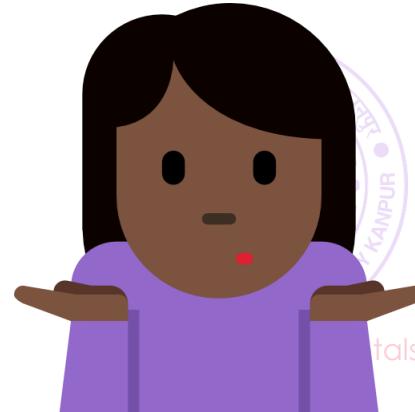
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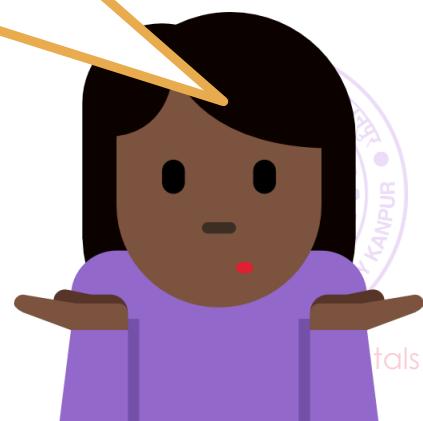
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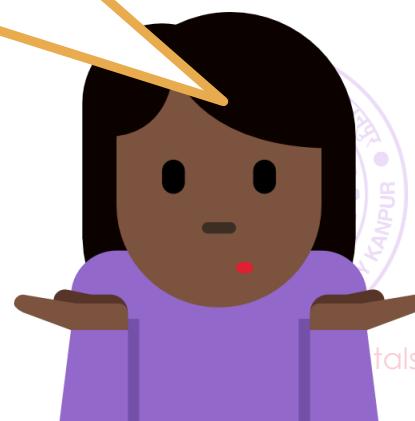
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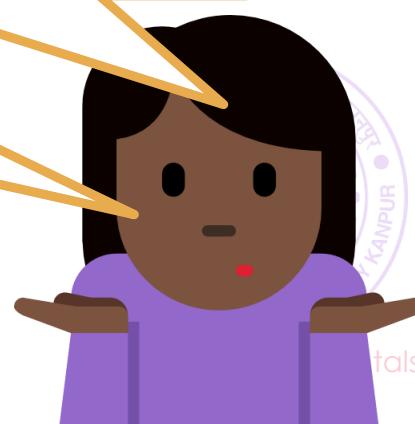
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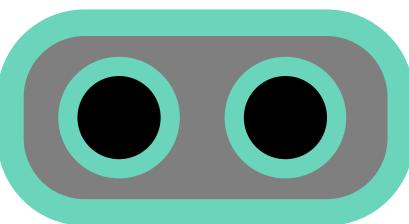
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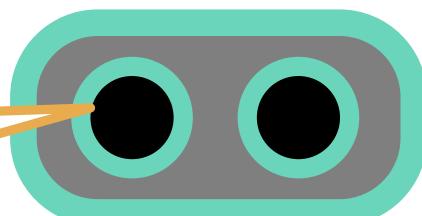
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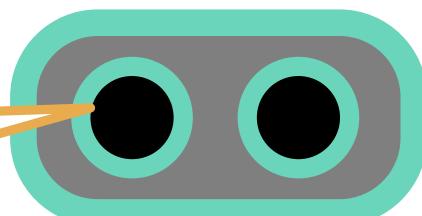
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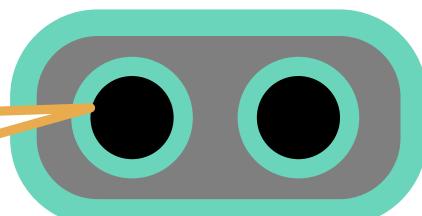
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Sorry!

Aha!



How to debug infinite loops

42



ESC101: Fundamentals
of Computing

How to debug infinite loops

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printf trick won't work if
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How to debug infinite loops

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int num = 10, i;  
  
for(i = 1; ;){  
    if(!(i == num))  
        break;  
    else i++;  
}
```



How to debug infinite loops

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Temporarily restrict loop
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Add printf statements to find out what is going on!

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        break;  
    else i++;  
}
```

```
int num = 10, i, j = 0;  
for(i = 1; j < 1000;){  
    j++;  
    if(!(i == num))  
        break;  
    else{  
        i++;  
        printf("At %d\n", i);  
    }  
}
```

How to debug infinite loops

42

printf trick won't work if infinite loop – nothing gets printed at all!

Avoid adventures like infinite loops if possible

Temporarily restrict loop to terminate after, say 1000 iterations

Add printf statements to find out what is going on!

```
int num = 10, i;  
for(i = 1; ;){  
    int num = 10, i, j = 0;  
    for(i = 1; j < 1000;){  
        j++;  
        if(!(i == num))  
            break;  
        else{  
            i++;  
            printf("At %d\n",i);  
        }  
    }  
}
```

Safest to increment this dummy counter variable j as the first statement in body

How to debug infinite loops

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printf trick won't work if infinite loop – nothing gets printed at all!

Avoid adventures like infinite loops if possible

Temporarily restrict loop to terminate after, say 1000 iterations

Add printf statements to find out what is going on!

```
int num = 10, i;
```

```
for(i = 1; ;){
```

Safest to increment this dummy counter variable j as the first statement in body

```
} (i = num)
```

```
int num = 10, i, j = 0;
```

```
for(i = 1; j < 1000;){
```

```
j++;
```

```
if(!(i = num))
```

```
break;
```

```
else{
```

```
i++;
```

```
printf("At %d\n",i);
```

```
}
```

```
}
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How to debug infinite loops

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Avoid adventures like infinite loops if possible

Temporarily restrict loop to terminate after, say 1000 iterations

Add printf statements to find out what is going on!

Once error found, remove restrictions

```
int num = 10, i;  
for(i = 1; ;){  
    int num = 10, i, j = 0;  
    for(i = 1; j < 1000;){  
        j++;  
        if(!(i == num))  
            break;  
        else{  
            i++;  
            printf("At %d\n",i);  
        }  
    }  
}
```

Safest to increment this dummy counter variable j as the first statement in body

If you put j++ here, it might get skipped due to a wrong continue statement

How to debug infinite loops

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Temporarily restrict loop to terminate after, say 1000 iterations

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Once error found, remove restrictions

```
int num = 10, i;  
for(i = 1; ;){  
    if(!(i == num))  
        break;  
    else i++;  
}
```

```
int num = 10, i;  
for(i = 1; ;){  
    if(!(i == num))  
        break;  
    else{  
        i++;  
    }  
}
```

Reverse the Stream

53



Reverse the Stream

53

Read 100 numbers from the input and print them back in reverse order



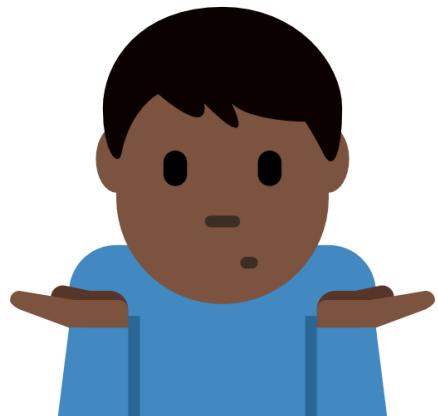
Reverse the Stream

Read 100 numbers from the input and print them back in reverse order

```
int a1, a2, a3, .... ,a100;  
scanf("%d", &a1);  
scanf("%d", &a2);  
...  
scanf("%d", &a100);  
  
printf("%d", a100);  
printf("%d", a99);  
...  
printf("%d", a1);
```

Reverse the Stream

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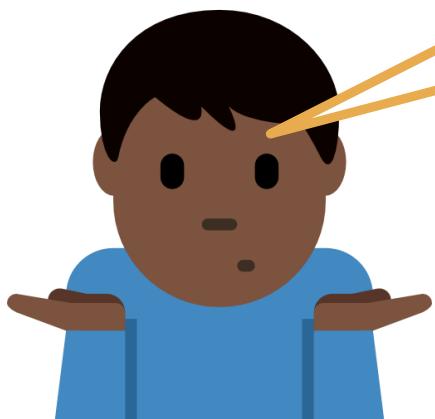


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Reverse the Stream

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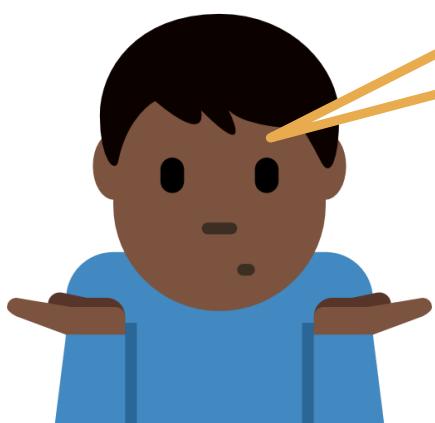
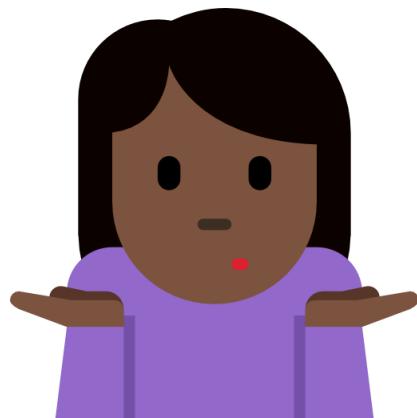
Such a repetitive job. Should not we use a loop for this?

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int a1, a2, a3, .... ,a100;  
scanf("%d", &a1);  
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Reverse the Stream

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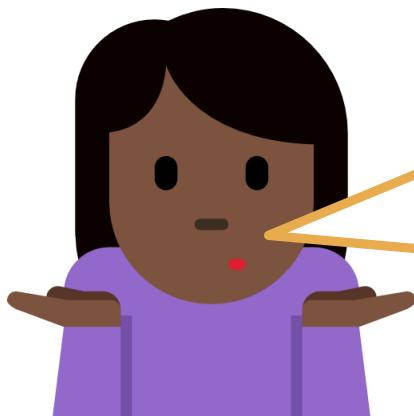
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...  
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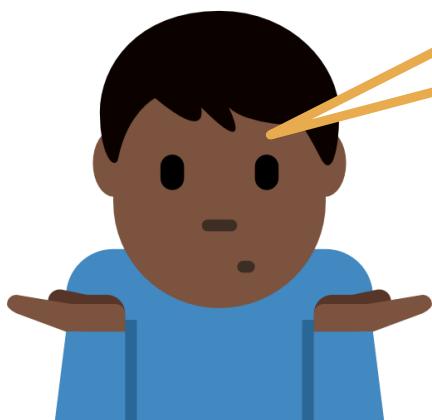
Reverse the Stream

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Read 100 numbers from the input and print them back in reverse order



Yes but if I write
`for(i = 1; i <=100; i++) scanf("%d",&a);
for(i = 100; i >=1; i--) printf("%d",a);`
Only the last number gets printed 100 times



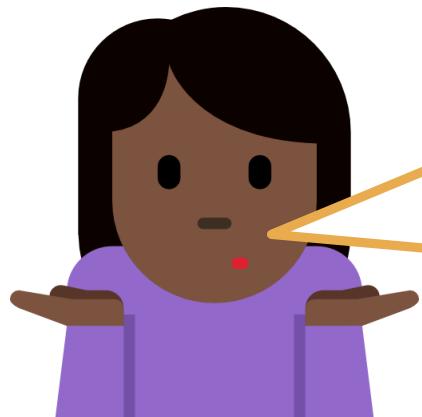
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```

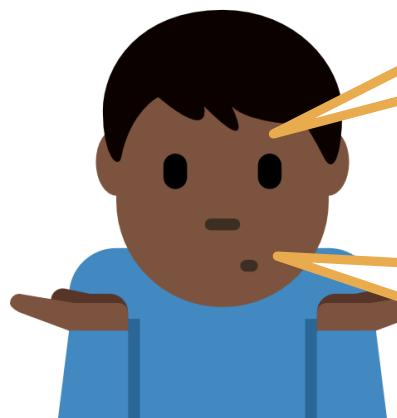
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`printf("%d",ai);` inside the loop since
there is no variable with the name ai.

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scanf("%d", &a1);  
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...  
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printf("%d", a100);  
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```

Reverse the Stream

Read 100 numbers
reverse order

Wouldn't it be nice to have a way of naming 100 variables so that something like `printf("%d",ai);` makes sense as i goes from 1 to 100!

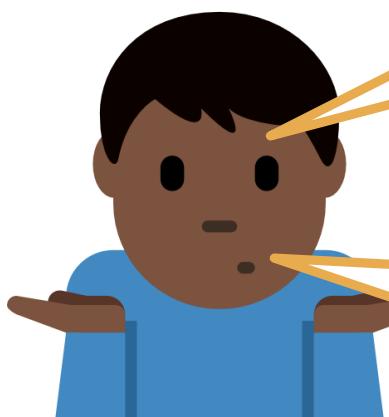
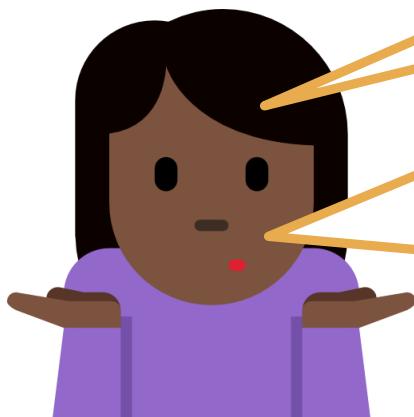
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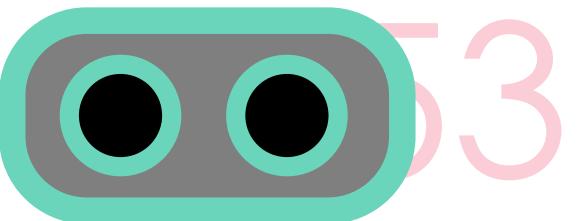
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and print them back in

```
int a1, a2, a3, .... ,a100;  
scanf("%d", &a1);  
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...  
scanf("%d", &a100);  
  
printf("%d", a100);  
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```



Reverse the Stream



Read 100 numbers from standard input
reverse order and print them back in

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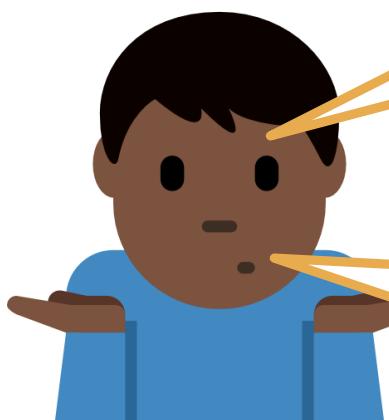
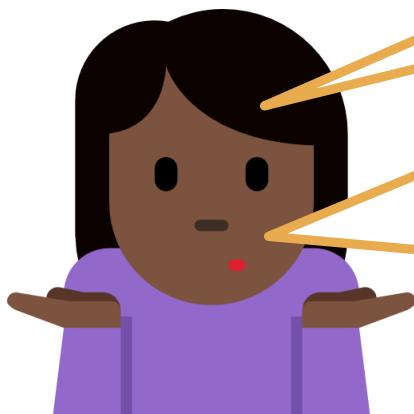
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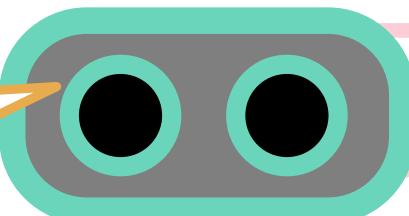
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Reverse the Stream

Read 100 numbers
reverse order

I have just the
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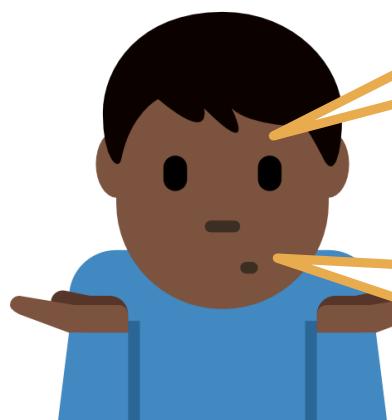
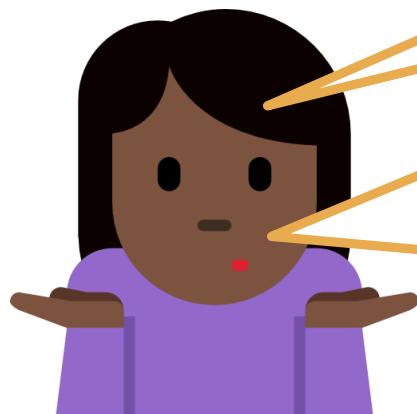
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Arrays

64



ESC101: Fundamentals
of Computing

Arrays

The English word array means “objects in a line” or “an ordered series or arrangement” – *The soldiers standing in an array impressed the visiting head of the state on 26 Jan*



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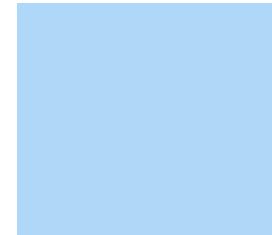
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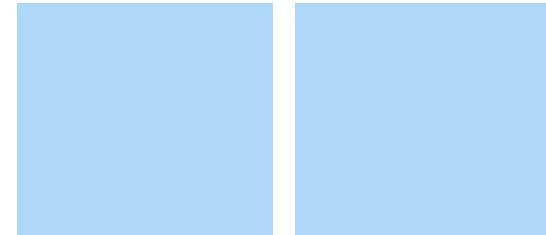


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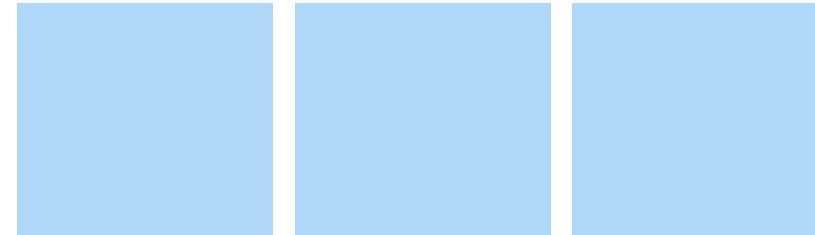


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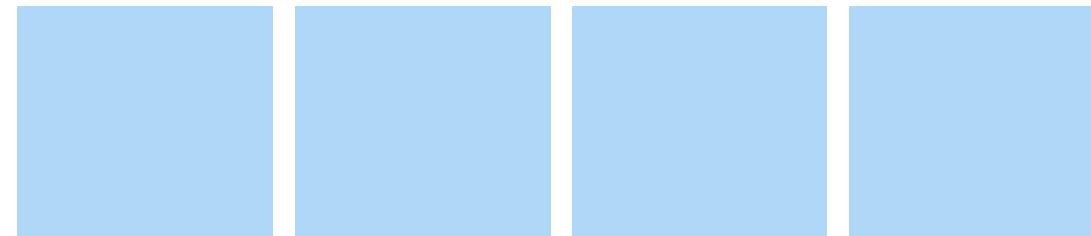


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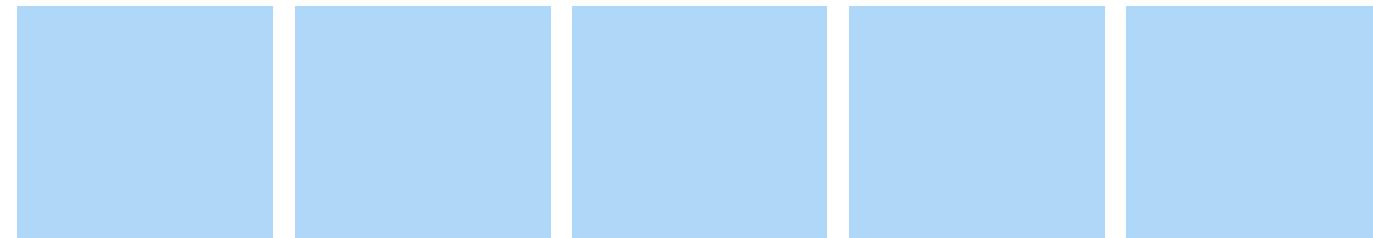


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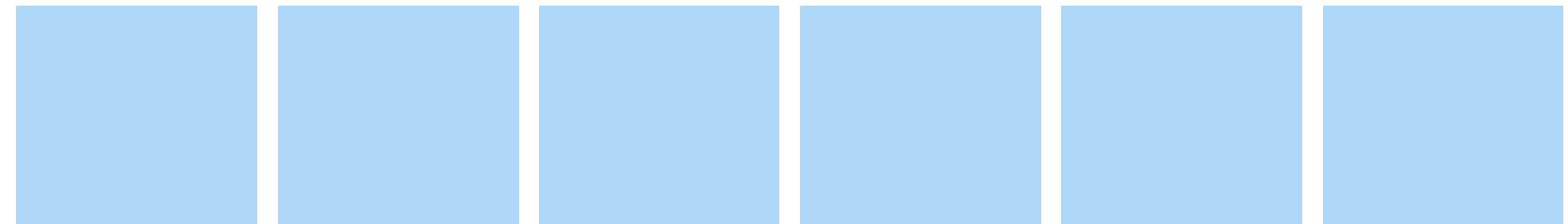


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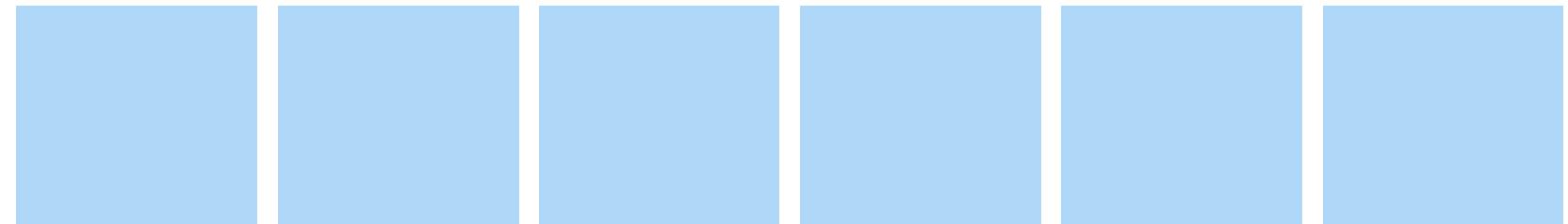


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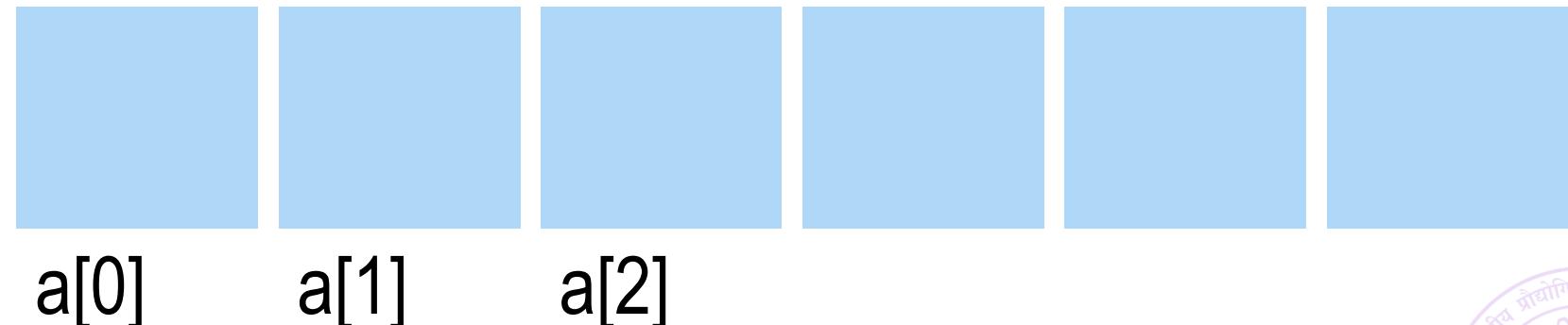


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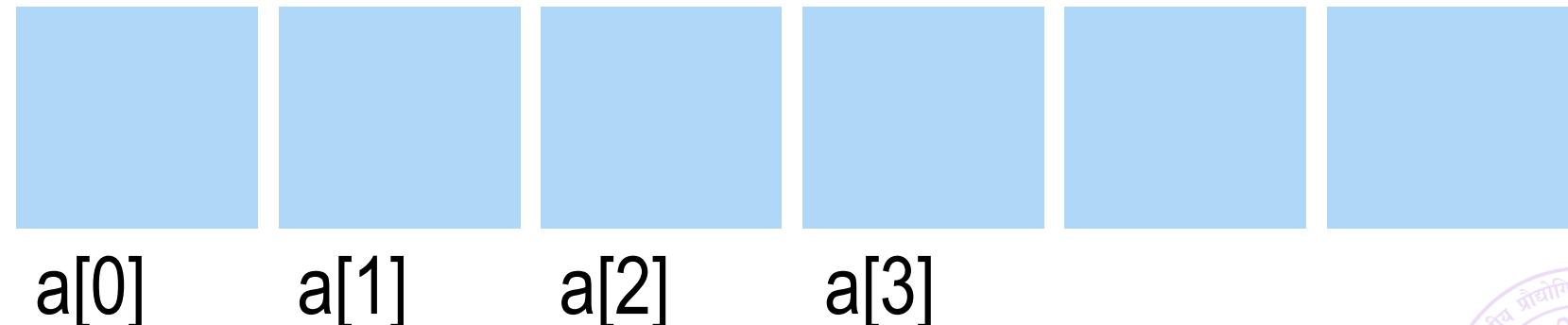


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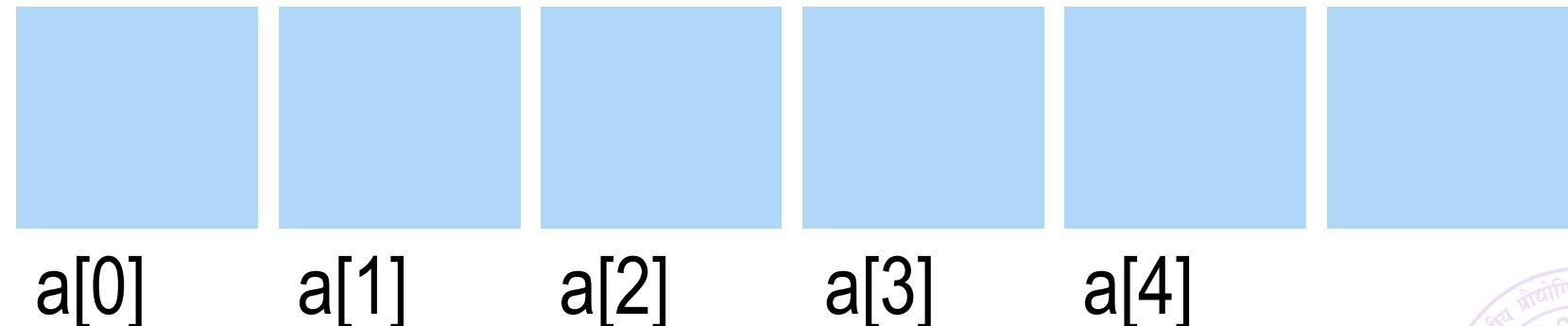


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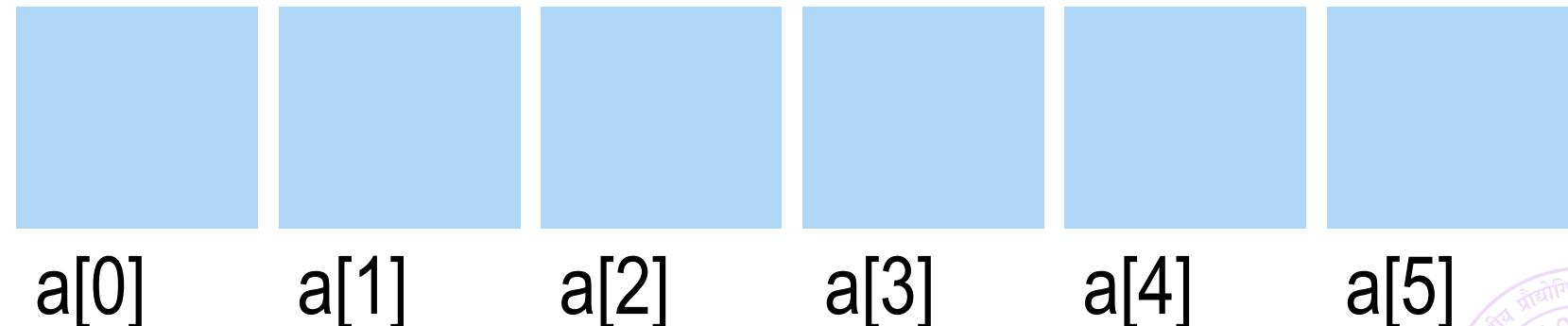


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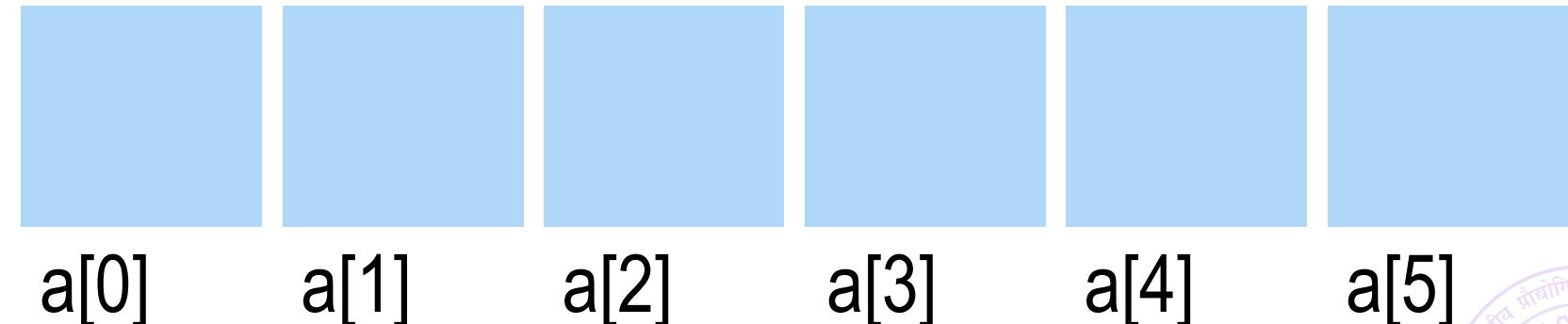
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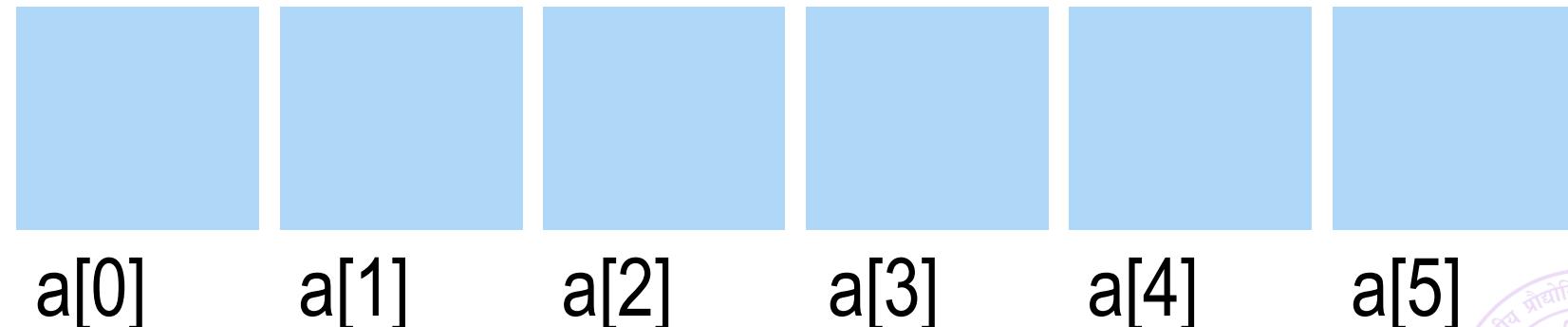


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int a[6]; a

a[2] = 7;



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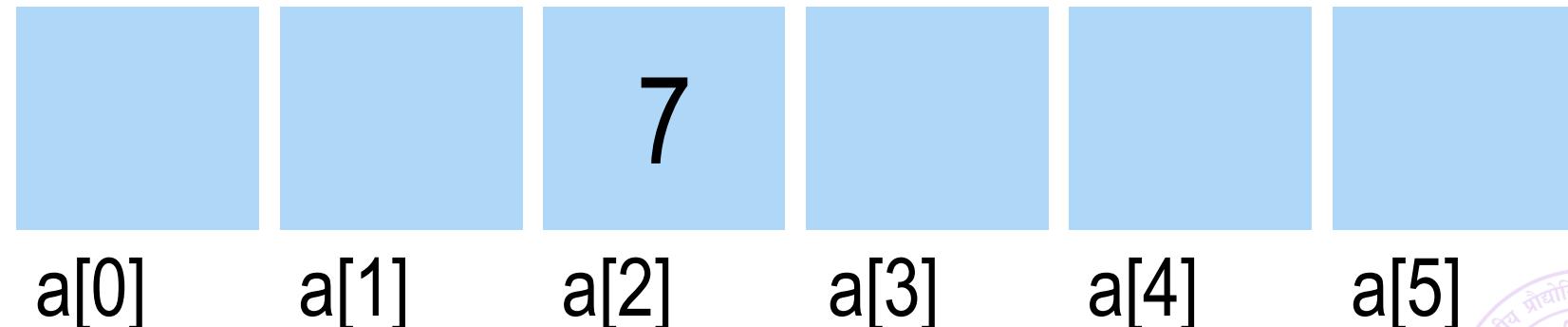


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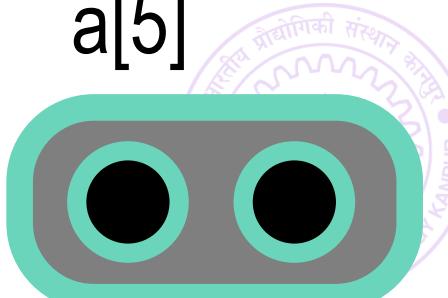
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Arrays

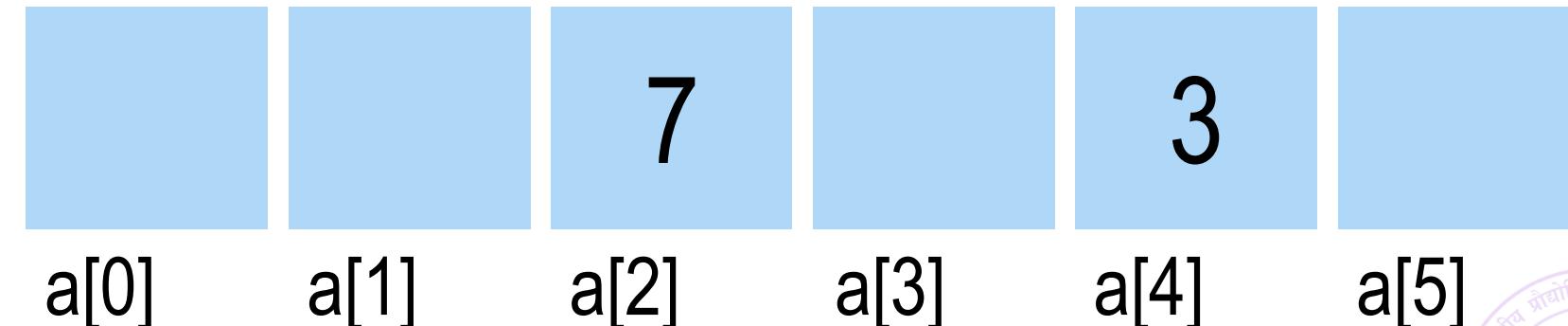
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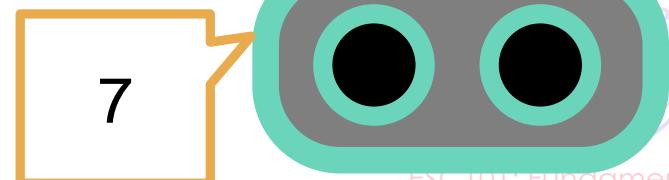
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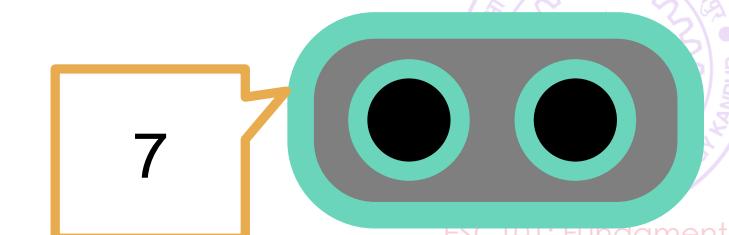


a[2] = 7;

a[4] = 3;

printf("%d", a[2]);

a[-1] = 6;



Arrays

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The English word array means “objects in a line” – an ordered series or arrangement – The soldiers stand in an array impressed the visiting head of the state on 26 Jan

For Mr C, an array is a sequence of variables with very convenient names - can have an array of ints, longs, floats, doubles

int a[6]; a



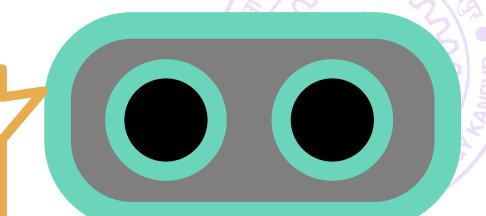
a[2] = 7;

a[4] = 3;

printf("%d", a[2]);

a[-1] = 6; a[6] = 4;

7



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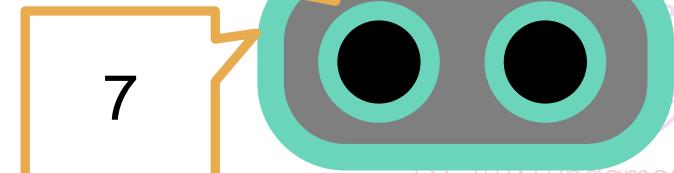
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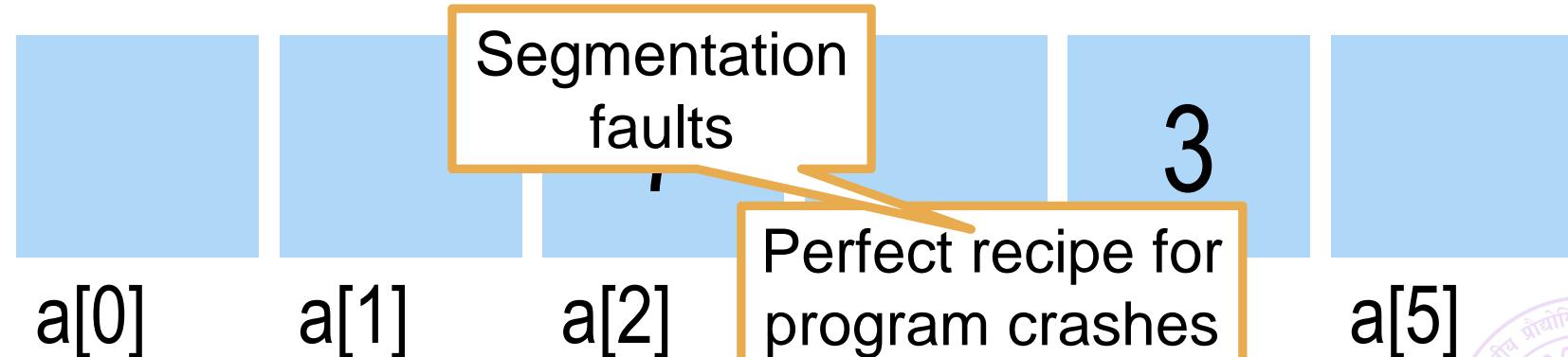
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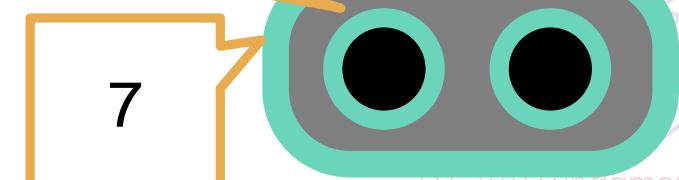
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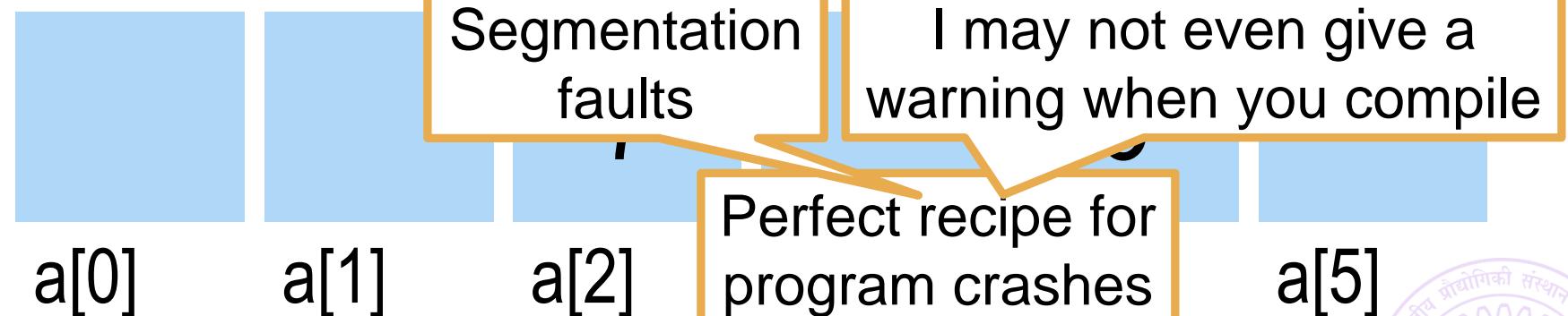
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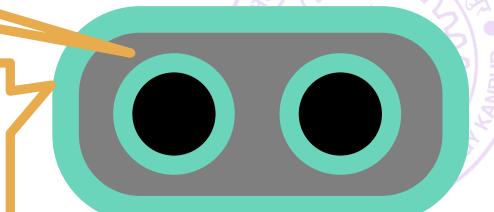
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Arrays – take care of syntax

95



ESC101: Fundamentals
of Computing

Arrays – take care of syntax

95

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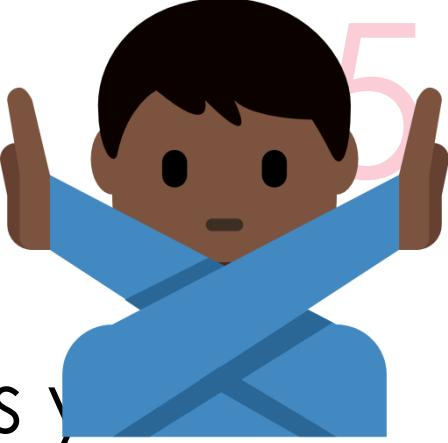


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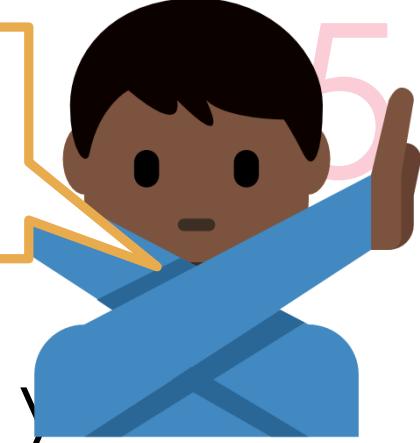
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If you want to give values to whole array

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Can do it at the time of declaring the array itself

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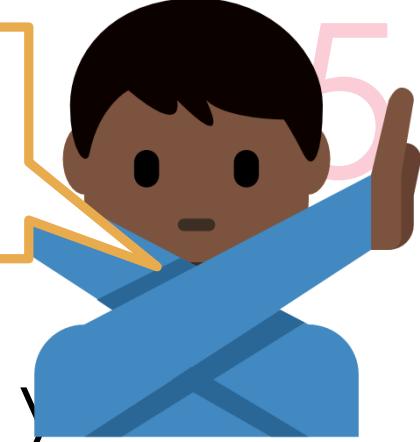
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int a[6] = {3,7,6,2,1,0};
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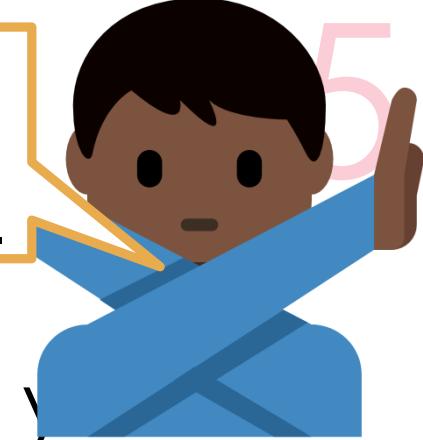
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```
for(i=0;i<6;i++) a[i] = 10;
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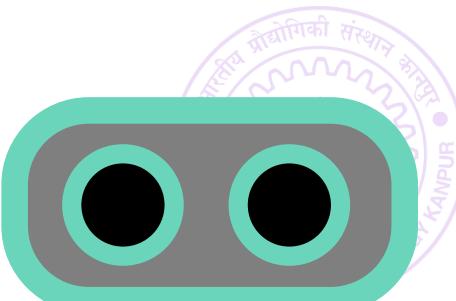
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Array subscript must be integer



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However, a[2*i+1]
where i is integer
perfectly fine



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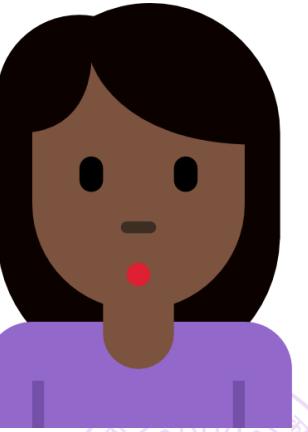
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If you want to give values to array elements

Can do it at the time of declaration, like

```
int a[6] = {3,7,6,2,1,0};
```

Can do it later as well

```
int a[6];
```

```
for(i=0;i<6;i++) a[i] = 10;
```

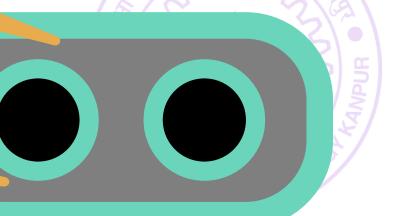
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a[int_expr] is a perfect way to refer to elements of array a if int_expr is an expression that takes integer values.

a[1.0] is illegal.
Array subscript must be integer

However, a[2*i+1]
where i is integer
perfectly fine



BODMAS table has more members



Operator Name

Symbol/Sign

Associativity

Brackets (array subscript), Post increment/decrement	(), [] ++, --	Left
Unary negation, Pre increment/decrement, NOT	-, ++, --, !	Right
Multiplication/division/remainder	* , / , %	Left
Addition/subtraction	+ , -	Left
Relational	< , <= , > , >=	Left
Relational	== , !=	Left
AND	&&	Left
OR		Left
Ternary Conditional	? :	Right
Assignment, Compound assignment	=, +=, -=, *=, /=, % =	Right





Operator Name	Symbol/Sign	Associativity
Brackets (array subscript), Post increment/decrement	(), [] ++, --	Left
Unary negation, Pre increment/decrement, NOT	-, ++, --, !	Right
Multiplication/division/remainder	*, /, %	Left
Addition/subtraction	+, -	Left
Relational	<, <=, >, >=	Left
Relational	==, !=	Left
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Reading Array elements

114



ESC101: Fundamentals
of Computing

Reading Array elements

Two ways



Reading Array elements

Two ways

Read into an integer and then transfer into array



Reading Array elements

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Read into an integer and then transfer into array

```
int a[6], temp;  
scanf("%d", &temp);  
a[2] = temp;
```



Reading Array elements

Two ways

Read into an integer and then transfer into array

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int a[6], temp;  
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Directly read into the array element



Reading Array elements

Two ways

Read into an integer and then transfer into array

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```

Directly read into the array element

```
int a[6];  
scanf("%d", &a[2]);
```



Reading Array elements

Two ways

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int a[6], temp;  
scanf("%d", &temp);  
a[2] = temp;
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Directly read into the array element

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int a[6];  
scanf("%d", &a[2]);
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Precedence rules force `&a[2]` to be interpreted
by Mr C as `&(a[2])` and not as `(&a)[2]`

