# Lesson 3 Lab

Task 1: define a **function** which takes in an integer, and then prints the triple of its value (Eg, if input is 2, prints 6)

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| #include <stdio.h>  void NumberPrint(int number)  {  printf("%d", number \* 3);  return;  } |

Task 2: define a **function** which takes in two integers, and returns the smaller one

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| int Compare(int firstNumber, int secondNumber)  {  if (firstNumber < secondNumber) return firstNumber;  return secondNumber;  } |

Task 3: define a **function** which takes in a float, prints it, and then return the absolute value of it.

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Task 4: define a **function** which takes in a char, and prints the input char 100 times

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Task 5: define a **function** which takes in two doubles, and prints the non-negative difference (Eg, the bigger one – the smaller one) [Hint: if the two inputs are the same, prints 0]

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Task 6: define a function which takes in two integers, and then prints the result of the first number got divided by the second one as a double (Eg, if input 1 4, should print 0.25)

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Task 7: define a **program** which reads in a double, and then prints it out as three times: (1) As an int (2) as a double (3) as a float

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**You are required to use function from math library to answer Task 8 ~ 10:**

Task 8: define a **program** which reads in two doubles, and then prints out the one which has bigger absolute value

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Task 9: define a **program** which reads in one positive float (called x), and then prints the value of sin(2x) [Hint: sin(2x) = 2 sin(x) \*cos(x)]

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Task 10: define a **program** which reads in two positive integers, and then prints their log (base 10) of their sum [Assumption: the user will type in two positive integers]

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