Programming – DT211/1

Lab 3 – Wednesday, October 10th, 2012

Note: You are expected to finish all programmes in your own time if you do not get these done during the lab session. This is your own responsibility.

Keyboard Input (i.e. Standard Input)

NB: You <u>must</u> use comments, white-space and indent your code for <u>all questions</u>

Write separate programs to do the following:

- 1. Ask the user to enter 3 numbers and display these on <u>separate</u> lines.
- 2. Ask the user to enter 2 characters. Display these on the screen. Change your code and see what happens if you use %d as the delimiter for displaying these letters.

What happens if you press the Space key or hit Enter twice when entering a letter? Be careful!!

Change your code and use %1s instead of %c in your scanf(). Does this fix the problem? Check it out.

- 3. Write a program that asks the user to enter an integer between 1 and 100. Check whether the integer is even or odd and print a message on the screen stating "Number x is Even" or "Number y is Odd".
- 4. Ask the user to enter 3 float numbers (numbers with a decimal part). Display the 1st correct to 4 decimal places, the 2nd correct to 3 decimal places, and the 3rd with <u>no</u> decimal places on separate lines.
- 5. Write a program similar to Q2 above. However this time, use the *getchar()* and *putchar()* functions to read the characters from the keyboard and output them onto the screen.
- 6. Write <u>separate</u> programs for each of the following:

Chapter 4 - Q2, Q3, Q4, Q5, Q6 (be careful with your use of brackets with Q6)

(Remember to save your files with a .c extension (i.e. Chap4Q2.c, Chap4Q3.c, etc.,)