

LAB 04

Task no. 01

Write a C program that solves a simple user-entered mathematical expression. It should take input from the user (two floating type values and operations like *, /, + and -), calculate the result and show it on screen.

e.g. if the user inputs "5 + 6" the program should add numbers 5 and 6 and print the answer 11 on to the console.

Pre-requisites: understanding of '*int*', '*char*' and '*float*' type variables in C.

Use format specifiers '%f' for 'float', '%d' for 'int' and '%c' for 'char' type variables).

Task no. 02(a)

Following program prints a menu. It then takes input from user and displays the entered choice. Type-in the C program given below into a new project, compile and run to see how it works..

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

int main()
{
    int choice=0;
    while(choice!=4)
    {
        printf("\n\tMENU DEMONSTRATION");
        printf("\n\t-----");
        printf("\n\t 1. OPTION 1");
        printf("\n\t 2. OPTION 2");
        printf("\n\t 3. OPTION 3");
        printf("\n\t 4. EXIT");
        printf("\n\n Enter Your Choice: ");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:
                printf("\nYOU SELECTED OPTION %d",choice);
                break;

            case 2:
                printf("\nYOU SELECTED OPTION %d",choice);
                break;

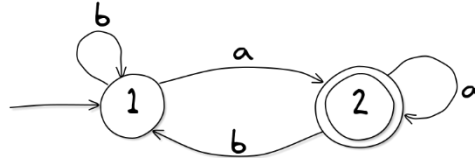
            case 3:
                printf("\nYOU SELECTED OPTION %d",choice);
                break;

            case 4:
                printf("\nYOU SELECTED OPTION %d",choice);
                exit(0);

            default:
                printf("\nINVALID SELECTION...Please try again");
        }
        getchar();
    }
}
```

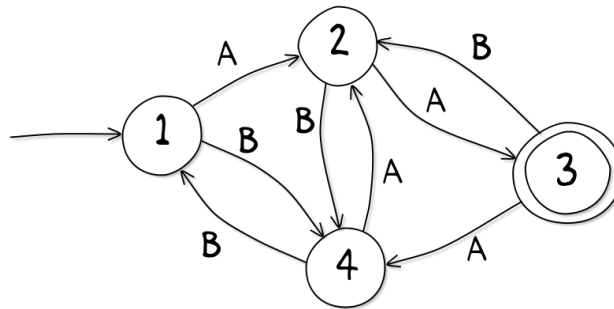
Task no. 02(b)

Modify the above program to implement following state machine. Here 'a' and 'b' are user input characters. The program should print out appropriate messages to the console when a user enters a character.



Post Lab Task

Write a C program to implement the following state machine.



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