(60-140) ASSIGNMENT 3

Due: 11:59pm, Nov. 4, 2016

1. **5.8** (p. 94) The following **if** statement is unnecessarily complicated. Simplify it as much as possible. (*Hint:* The entire statement can be replaced by a single assignment.)

```
if (age >=13)
  if (age <=19)
    teenage = true
  else
    teenage = false
else if (age < 13)
  teenage = false</pre>
```

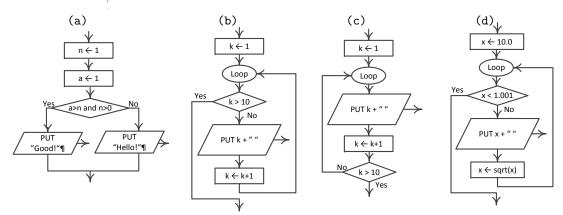
2. **5.11** (p. 97) Write a program that asks the user for a two-digit number, and then prints the English word for the number:

```
Enter a two-digit number: <u>45</u> you entered the number forty-five.
```

Hint: Break the number into two digits. Use one switch statement to print the word for the first digit ("twenty", "thirty", and so forth). Use a second switch statement to print the word for the second digit. Don't forget that the numbers between 11 and 19 require special treatment.

3. **6.1-3** (p. 121) What output does each of the following program fragment produce?

4. What output does each of the following flowcharts produce? Write a program fragment in C for each of the flowcharts, and submit the codes online.



5. **6.11** (p. 124) The value of the mathematical constant ϵ can be expressed as an infinite series:

```
\epsilon = 1 + 1/1! + 2/2! + 3/3! + ...
```

Write a program that approximate ϵ by computing the value of

```
\epsilon = 1 + 1/1! + 2/2! + 3/3! + \dots + n/n!
```

where n is an integer entered by the user. Save and submit the program as a3_epsilon0.c.

6. **6.12*** (p. 124) The attached flowchart a3_epsilon.rap provides a modified solution to Q3.5. It allows for continuous addition of terms until the current term becomes less than a small (floating-point) number ε entered by the user. Write an equivalent program in C, and save and submit the program as a3_epsilon1.c.