$\delta_{\alpha_{i}}$

ple.

01 ×

after

decimal

This program will give you practice using repetition statements to generate a portion of a table of tangents (of angles measured in degrees), as shown in the sample output on the next page.

For each table, the values that will define the extent of the table are entered, then the table is generated. The values that the user provides are to be rounded to one decimal place before the corresponding table is generated, and before any decisions are made based upon the input.

Generation of tables should terminate when the user enters numbers that are in the wrong order, or that are outside the range 0.0 to 89.9 after rounding. Your prompts and your table of tangents do not need to appear exactly as they appear in the samples, but be sure to include all information shown, striving for neat, readable results. Your program must have at least 3 functions, but you may use as many functions as you like.

Note: All tangents are to be printed with at most 5 significant digits. See the second and third tables in the sample output for clarification. Be sure to determine the least number of decimal places you'll need to display. Use PI = 3.141592 to convert degrees to radian. use tan (ang) from math.h

This is sample output for the program; user input is shown in **bold** type.

Bob Brown - Computer Science 101 - Program 7 This program will generate tables of tangents. Enter a number >= 90 or < 0, or numbers in the wrong order, to terminate.) 30.33 togiven in degre for left column of table Minimum and maximum values change int Partial Table of Tangents 2 3 afterdecin 0.5699 0.5702 0.5690 0.5692 0.5695 0.5697 29.6 0.5681 0.5683 0.5685 0.5688 to 0.5713 0.5715 0.5718 0.5720 0.5722 0.5725 0.5709 0.5711 29.7 0.5704 0.5706 0.5746 0.5739 0.5741 0.5743 0.5748 0.5734 0.5736 29.8 0-5727 0.5729 0.5732 0.5762 0.5760 0.5764 0.5767 0.5769 29.9 0.5750 0.5753 0.5755 0.5757

0.5790 0.5792 30.0 0.5774 0.5776 0.5778 0.5780 0.5783 0.5785 0.5787 0.5797 0.5799 0.5801 0.5804 0.5806 0.5808 0.5811 0.5813 0.5815 0.5818 30.1 0.5837 0.5839 0.5841 30.2 0.5820 0.5822 0.5825 0.5827 0.5829 0.5832 0.5834 0.5855 0.5860 0.5862 0.5865 30.3 0.5846 0.5848 0.5851 0.5853 0.5858

Minimum and maximum values for left column of table 84.18 Partial Table of Tangents

1 3 9.8791 9.8964 9.9137 9.9310 9.9484 9.9659 9.9834 9.8619 10.001 9.8448 84.2 10.090 10.108 10.126 10.054 10.072 10.144 10.162 10.019 10.036

84.3 10.254 10.273 10.291 10.310 10.329 10.366 10.199 10.217 10.236 84.4

Minimum and maximum values for left column of table 89.44

Partial Table of Tangents 2 3 6 0 1

95.489 97.108 98.782 100.52 102.31 104.17 106.10 108.10 110.18 89.4 121.90 119.36 124.55 127.32 130.22 133.24 136.42 116.93 89.5

Minimum and maximum values for left column of table: *** Table generation has been halted ***

Rounding - for this, round down 27.23 (int)((x *10)+0.5) /10.0=27.2

causes to

round up or down

to debug: · int max & Min · 5 sig. digits

use integers for max amin! Some that aren't accurate While (max <= min)

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