

## HW2 Solutions

### Chapter 3 exercise 15

```
1  /**
2   * Calculate the volume of a sphere
3   * based on user input.
4   * Author: Nicolas Ventura
5   */
6
7  #include <stdio.h>
8  #include <math.h>
9
10 int main(void)
11 {
12     double pi = M_PI,
13            r = 5.0,
14            volume;
15     printf("Input the radius in meter:\n");
16     scanf("%lf", &r);
17     /* Calculate the volume. */
18     volume = (4.0 / 3.0) * pi * r * r * r;
19     /* Display the result. */
20     printf("volume = %f m^3\n", volume);
21     return 0;
22 }
```

### Chapter 4 exercise 12cfi

```
1  /**
2   * Write the corresponding C mathematical expressions.
3   * Author: Nicolas Ventura
4   */
5
6  int main(void) {
7     double c, f, i, r, x, y;
8     /* Part (c) */
9     c = (4.0 / 3) * 3.14 * r * r * r;
10    /* Part (f) */
11    f = (x >= y && x >= 0);
12    /* Part (i) */
13    i = (1 < x && x < 20) || (3 >= y && y >= 1);
14    return 0;
15 }
```

### Chapter 4 exercise 17e

```
1  /**
2   * Find the roots of  $x^2 - 4x + 4$ 
3   * Author: Nicolas Ventura
4   */
5
6  #include <stdio.h>
7  #include <math.h>
8
9  int main(void) {
```

```

10     double a, b, c, x1, x2;
11     a = 1;
12     b = -4;
13     c = 4;
14     x1 = (-b + sqrt(b * b - 4 * a * c)) / (2 * a);
15     x2 = (-b - sqrt(b * b - 4 * a * c)) / (2 * a);
16     printf("x1 = %f\n", x1);
17     printf("x2 = %f\n", x2);
18     return 0;
19 }

```

### Chapter 4 exercise 19d

```

1  /**
2   * Calculate the value of g4(x) when x=3.5
3   * Author: Nicolas Ventura
4   */
5
6  #include <stdio.h>
7  #include <math.h>
8
9  int main(void) {
10     double x = 3.5;
11     double result;
12     result = (3 * x * x + 4 * x + 3) / (5 * sin(x * x) + 4 * x * x
13     + 3);
14     printf("g4(%lf) = %lf\n", x, result);
15     return 0;
16 }

```

### Chapter 4 exercise 20d

```

1  /**
2   * Calculate the value of g4(x) when x=3.5
3   * Author: Nicolas Ventura
4   */
5
6  #include <stdio.h>
7  #include <math.h>
8
9  int main(void) {
10     double x = 3.5;
11     double result;
12     result = (3 * x * x + 4 * x + 3) / (5 * sin(x * x) + 4 * x * x
13     + 3);
14     printf("g4(%lf) = %lf\n", x, result);
15     return 0;
16 }

```

### Chapter 4 exercise 22f

```

1  /**
2   * Compute the law of cosines.
3   * Author: Nicolas Ventura
4   */
5
6  #include <stdio.h>

```

```

7 #include <math.h>
8
9 int main(void) {
10     double a, b, c, gamma;
11     a = 3.83;
12     b = 5;
13     c = 6;
14     gamma = acos((a * a + b * b - c * c) / (2 * a * b));
15     printf("gamma in radian = %lf\n", gamma);
16     printf("gamma in degree = %lf\n", gamma * 180 / M_PI);
17     return 0;
18 }

```

## Chapter 4 exercise 29

```

1 printf("40 degrees in Celsius is %f degrees in Fahrenheit\n", 9.0 *
    40 / 5 + 32);

```

## Chapter 5 exercise 14d

```

1 /* File: ch5ex14d.c */
2
3 #include <stdio.h>
4 #include <math.h>
5
6 int main(void)
7 {
8     double x, x0, xf, xstep, result;
9     int i, n;
10    printf("      x      f4(x)\n");
11    printf("  -----\n");
12    x0 = -1.0; /* initial value for x */
13    xf = 5.0; /* final value for x */
14    xstep = 0.25; /* step size for x */
15    n = (xf - x0) / xstep + 1; /* number of points */
16    for (i = 0; i < n; i++)
17    {
18        x = x0 + i * xstep; /* calculate value x */
19        result = (3 * x * x + 4 * x + 3) / (5 * sin(x * x) + 4 * x
20        * x + 3);
21        printf("%8.4f %8.4f\n", x, result);
22    }
23    return 0;
24 }

```

## Chapter 5 exercise 15d

```

1 /* File: ch5ex15d.c */
2
3 #include <stdio.h>
4 #include <math.h>
5
6 int main(void)
7 {
8     double x, x0, xf, xstep, y, y0, yf, ystep, result;
9     int i, j, nx, ny;
10    printf("      x      y      f8(x,y)\n");

```

```

11     printf("-----\n");
12     x0 = -1.0;
13     xf = 5.0;
14     xstep = 1.0;
15     nx = (xf - x0) / xstep + 1; /* num of points for x */
16     y0 = 2.0;
17     yf = 4.0;
18     ystep = 0.5;
19     ny = (yf - y0) / ystep + 1; /* num of points for y */
20     for (i = 0; i < nx; i++)
21     {
22         x = x0 + i * xstep; /* calculate value for x */
23         for (j = 0; j < ny; j++)
24         {
25             y = y0 + j * ystep; /* calculate value for y */
26             result = (3 * x * x + 4 * y + 3) / (5 * sin(y * y) + 4
27             * x * x + 6);
28             printf("%10.4f %10.4f %8.4f\n", x, y, result);
29         }
30     }
31     return 0;

```

## Chapter 5 exercise 21

```

1  /**
2   * Calculate the interest over a period of 30 years.
3   * Author: Nicolas Ventura
4   */
5
6  #include <stdio.h>
7  #include <math.h>
8
9  int main(void)
10 {
11     int n;
12     double y, p, r;
13     printf("Enter the principal ($): ");
14     scanf("%lf", &p);
15     printf("Enter the interest rate (%): ");
16     scanf("%lf", &r);
17     printf("Year  Total\n");
18     for (n = 1; n <= 30; n++)
19     {
20         y = p * pow((1.0 + r / 100), n);
21         printf("%3d  $%.2f\n", n, y);
22     }
23     return 0;
24 }

```

```

1 Enter the principal ($): 10000
2 Enter the interest rate (%): 8
3 Year  Total
4 1  $10800.00
5 2  $11664.00
6 3  $12597.12
7 4  $13604.89

```

```

8   5  $14693.28
9   6  $15868.74
10  7  $17138.24
11  8  $18509.30
12  9  $19990.05
13 10  $21589.25
14 11  $23316.39
15 12  $25181.70
16 13  $27196.24
17 14  $29371.94
18 15  $31721.69
19 16  $34259.43
20 17  $37000.18
21 18  $39960.19
22 19  $43157.01
23 20  $46609.57
24 21  $50338.34
25 22  $54365.40
26 23  $58714.64
27 24  $63411.81
28 25  $68484.75
29 26  $73963.53
30 27  $79880.61
31 28  $86271.06
32 29  $93172.75
33 30  $100626.57

```

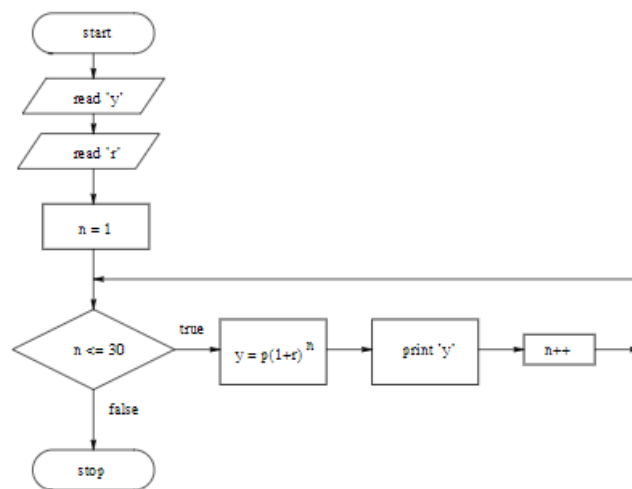


Image 1: Flowchart

## Chapter 5 exercise 28

```

1  /**
2  * Render the multiplication table.
3  * Author: Nicolas Ventura
4  */
5

```

```

6 #include <stdio.h>
7
8 int main(void) {
9     int i, j;
10    printf("          10  9  8  7  6  5  4  3  2  1\n");
11    printf(" ----- \n");
12    for (i = 10; i >= 1; i--)
13    {
14        /* Outer loop */
15        printf("%4d|", i);
16        for (j = 10; j >= i; j--)
17        {
18            /* Inner loop */
19            printf("%4d", i * j);
20        }
21        printf("\n");
22    }
23    printf(" ----- \n");
24    return 0;
25 }

```

## Chapter 5 exercise 37

```

1 /**
2  * Calculate machine epsilon using while loops.
3  * Author: Nicolas Ventura
4  */
5
6 #include <stdio.h>
7 #include <float.h>
8
9 int main(void) {
10     float epsilon;
11     double depsilon;
12     /* Compute float epsilon */
13     epsilon = 1.0f;
14     while (epsilon + 1.0f > 1.0f) {
15         epsilon /= 2.0f;
16     }
17     epsilon *= 2.0;
18     printf("The float machine epsilon is %e\n", epsilon);
19     printf("FLT_EPSILON is %e\n", FLT_EPSILON);
20     /* Compute double epsilon */
21     depsilon = 1.0;
22     while (depsilon + 1.0 > 1.0) {
23         depsilon /= 2.0;
24     }
25     depsilon *= 2.0;
26     printf("The double machine epsilon is %e\n", depsilon);
27     printf("DBL_EPSILON is %e\n", DBL_EPSILON);
28     return 0;
29 }

```