

Section 14

PDS Lab

Assignment - 4

30.11.2022

Instructions:

- Give sufficient comment against each statement in your program.
- You should save each program with the file name as specified against each problem.
- There is a partial credit even if your program does not run successfully for all the test cases as mentioned.
- No Moddle submission will attract zero credit in the evaluation.
Name the files as {ROLL}_A{#}_Q{#}.c, without the { and }. For ex: 19CS91R05_A2_Q1.c
- Consult your TA for any confusion. Penalty if the file names do not stick to this convention.
- Do not use Arrays, Functions or other advanced concepts to solve the problems.

1. Read an integer number from the keyboard.
Write a program to display all the factors of the number.
(Assume input is in the range [-999999 , 999999])

| TEST CASE | INPUT | OUTPUT |
|-----------|-------|-------------------------|
| 1 | 10 | 1 2 5 10 |
| 2 | 100 | 1 2 4 5 10 20 25 50 100 |
| 3 | 0 | 0 |
| 4 | -13 | 1 13 |

[20 Minutes]

[15 marks]

2. Read any integer number from the keyboard and then print the sum of its digits.
For negative number print the sum as negative.
(Assume input is in the range [-999999, 999999])

| TEST CASE | INPUT | OUTPUT |
|-----------|--------|--------|
| 1 | 100000 | 1 |
| 2 | 5641 | 16 |
| 3 | -5641 | -16 |
| 4 | 0 | 0 |

[20 Minutes]

[15 marks]

3. Read an integer value having less than or equal to 10 digits.
Display the different digits **in reverse in words**.
(Assume input is in the range [0 , 9999999999])

| TEST CASE | INPUT | OUTPUT |
|-----------|------------|--|
| 1 | 2345 | Five Four Three Two |
| 2 | 0 | Zero |
| 3 | 2345432 | Two Three Four Five Four Three Two |
| 4 | 9999999999 | Nine Nine Nine Nine Nine Nine Nine Nine Nine |

[40 Minutes]

[20 marks]

4. Write a program that prints out a pattern based on the user input
(Assume input is in the range [2 , 10])

| TEST CASE | INPUT | OUTPUT |
|-----------|-------|--|
| 1 | 3 | 1 1 0 1 0 1 |
| 2 | 4 | 1 1 0 1 0 1 1 0 1 0 |
| 3 | 5 | 1 1 0 1 0 1 1 0 1 0 1 0 1 0 1 |
| 4 | 6 | 1 1 0 1 0 1 1 0 1 0 1 0 1 0 1 1 0 1 0 1 0 |

[40 Minutes]

[20 marks]

5. In this problem you will find an approximate root of a cubic polynomial, by a method described below. It is mandatory to stick to this method.
1. The program accepts the coefficients of a univariate cubic polynomial as input from the user. Assume that the coefficients are all integers in the range $[-5,5]$. Assume further that the leading coefficient (coefficient of x^3) is non-zero. Call the polynomial $p()$.
 2. Define two variables of type double, named a and b . Initialize them so that $a < b$, and $p(a)$ and $p(b)$ are of opposite signs (that is one of them is positive and the other is negative). Note that the interval $[a,b]$ contains a root of $p()$. The idea is to shrink the interval over iterations and converge to the root.
 3. Repeat:
 1. Let $(c,0)$ be the point where the straight line segment joining points $(a, p(a))$ and $(b, p(b))$ intersects the X-axis. Find c and compute $p(c)$.
 2. If the absolute value of $p(c)$ is less than 0.001, then print c as a root and terminate.
 3. If the signs of $p(a)$ and $p(c)$ are the same, then update a to c . Otherwise update b to c .
 You should consider all real-domain computations in double precision.

| TEST CASE | INPUT | OUTPUT |
|-----------|---|---------------------------------|
| 1 | Enter coefficient of x^0 : 3 Enter coefficient of x^1 : -2 Enter coefficient of x^2 : 4 Enter coefficient of x^3 : 1 | Root of the polynomial: -4.5797 |
| 2 | Enter coefficient of x^0 : 1 Enter coefficient of x^1 : -4 Enter coefficient of x^2 : 3 Enter coefficient of x^3 : 4 | Root of the polynomial: -1.5175 |
| 3 | Enter coefficient of x^0 : 1 Enter coefficient of x^1 : 2 Enter coefficient of x^2 : 4 Enter coefficient of x^3 : 5 | Root of the polynomial: -0.6553 |
| 4 | Enter coefficient of x^0 : 4 Enter coefficient of x^1 : 3 Enter coefficient of x^2 : -2 Enter coefficient of x^3 : 1 | Root of the polynomial: -0.7760 |

[60 Minutes]

[30 marks]