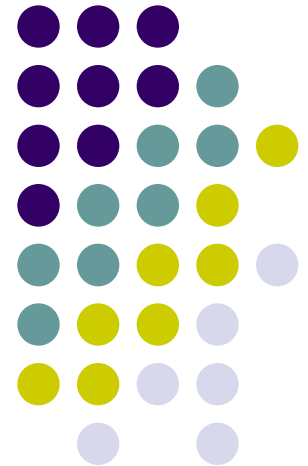
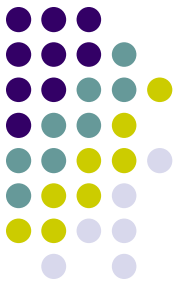


# PDS Lab Section 15

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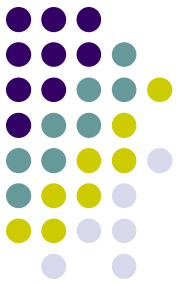
December 17, 2020



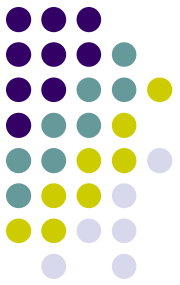


# Comments in C

- You can put comments in your C file
- These will not be looked at by the compiler, but makes your program much more readable
- We will start practicing it today
- C comment
  - Anything typed in between `/*` and `*/`



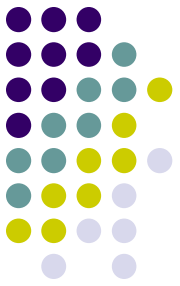
```
int main()
{
    int i;
    /* for loop to read numbers */
    for (i=0; i < 10; i=i+1)
    {
        printf("%d ", i);
    }
    printf("\nValue of i at end of loop is %d\n", i);
}
```



# Header to put in your file

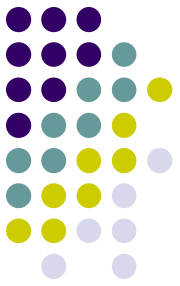
- Every program must start with a comment containing
  - Section No.
  - Roll No.
  - Name
  - Assignment No.
  - A one line description of the assignment
- Type the example header (replace with your name, roll no. assignment no. etc.) at the beginning of each of your C file, even before the `#include <stdio.h>`

# Example Header



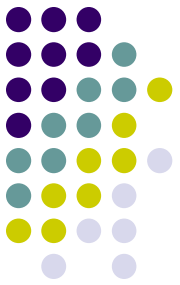
```
/*  
 *   Section 15  
 *   Roll No : 20CS30010  
 *   Name   : Your Name  
 *   Assignment No : 3  
 *   Description : Program to check points  
*/
```

# Naming your program



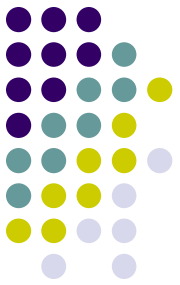
- Name your file with `assgnX_Y.c`, where X is the assignment number and Y is your roll no.
  - `assgn3_20ME10010`, `assgn4_20CE30014`,.....

# Conditional Statement



**if (expression) statement1 else statement2;**

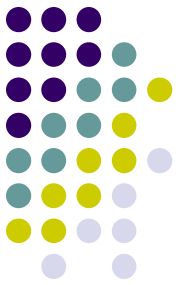
- Executes **statement1** if expression evaluates to **true**, otherwise executes **statement2**
- May not have the **else** part  
**if (expression) statement1;**
- **statement1** and **statement2** can be any other statement, for ex.
  - Assignment statement
  - Another **if** statement
  - Another **if-else** statement
  - **for** statement
  - **while** statement
  - ....



```
int main()
{
    int a, b, c;
    scanf("%d%d%d", &a, &b, &c);
    if (a == b)
    {
        if (b == c)
            printf("The numbers are equal\n");
        else
            printf("The numbers are not equal\n");
    }
    else printf("The numbers are not equal\n");
}
```



# for loop



```
for (a; b; c)
{
    ....;
    ....;
}
```

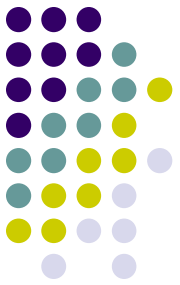
**a**: statement executed only once at beginning

**b**: condition checked at the beginning of each iteration

**c**: statement executed at the end of every iteration

Separate the parts a, b, c by semicolon, NOT comma

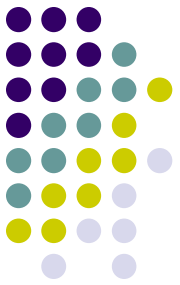
# Example program 1



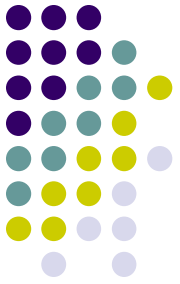
```
int main()
{
    int i;
    for (i = 0; i < 10; i = i+1)
    {
        printf("%d ", i);
    }
    printf("\nValue of i at end of loop is %d\n", i);
}
```

Prints the numbers 0 to 9 in the same line and then prints 10 in the next line with the message

# Example program 2: sum of numbers

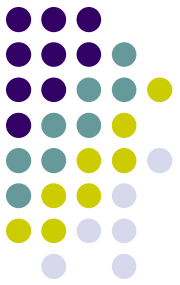


```
int main()
{
    int i, n, x, sum;
    scanf("%d", &n);
    sum = 0;
    for (i = 0; i < n; i = i+1)
    {
        scanf("%d", &x);
        sum = sum + x;
    }
    printf("The sum of the numbers is %d\n", sum);
}
```

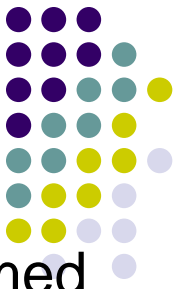


# Assignments

# Assignment 3

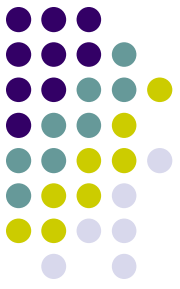


- Read in the coordinates of three points  $(x_1, y_1)$ ,  $(x_2, y_2)$ ,  $(x_3, y_3)$ 
  - Name the variables as  $x_1, y_1, x_2, y_2, x_3, y_3$
  - Assume all coordinates are integers
- Check if the three points are collinear (lies on the same line)
- If yes,
  - Print a message saying “The points  $(\dots)$ ,  $(\dots)$ ,  $(\dots)$  are collinear”, showing the three points



- If no (else part of the if statement),
  - Compute the lengths of the three sides of the triangle formed by the points and store them in variables named `side1`, `side2`, `side3`
  - Print the lengths of the three sides **in a single printf statement** with a message like “The lengths of the three sides are ...”
  - Compute the area of the triangle formed and store in a variable called `area`. Print the area with a nice message like “The area of the triangle is ...”
  - Print if the triangle formed is equilateral (all three sides have same length), isosceles (exactly two sides have same length), or neither equilateral nor isosceles (all three sides have different lengths)
    - So print messages like “The triangle formed is equilateral” or “ The triangle formed is isosceles” or “ The triangle formed is neither equilateral nor isosceles”

# IMPORTANT thing to note



- In C, int/int division will truncate

```
int a = 5, b = 2;
```

```
float c;
```

```
c = a/b;
```

```
printf("value of c is %f\n", c);
```

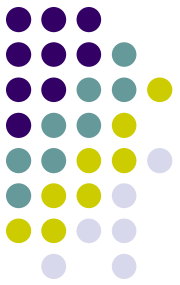
**You will not get 2.5, you will get 2**

To get the correct value, you need to “convert” one of the values to float temporarily. Any one of the following will work

```
c = ((float) a)/b;    c = a/((float) b);    c = (a*1.0)/b;    c = 1/ (1.0*b);
```

- Temporary because a and b are still int type variables, it is float only for this operation.
- Note the brackets carefully

# Assignment 4

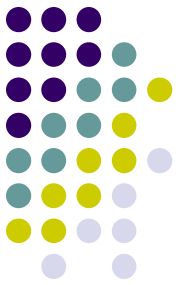


Consider an integer  $X$ . Let  $Y$  be the set of all integers that divide  $X$ , including 1 but not including  $X$ . We want to check whether  $X$  is equal to the sum of the numbers in  $Y$ . For example, if  $X = 6$ , then  $Y = \{1, 2, 3\}$ , and  $1 + 2 + 3 = 6$ . But if  $X = 12$ , then  $Y = \{1, 2, 3, 4, 6\}$  and  $1 + 2 + 3 + 4 + 6 = 16 \neq 12$

- Read in an integer  $X$
- Print if  $X$  is equal to the sum of the numbers in  $Y$  as defined above or not (print a message in either case)
  - Approach: In a for loop (till what?), find the numbers that divide  $X$  one by one starting from 1, and add to a running sum when you find one. After you come out of the for loop, check in an if-else statement for equality and print accordingly
- **Do NOT use arrays even if you know it. You will get 0 if you use arrays.**



# Teaser Problem (not to be submitted)



- Read two positive integers A and B.
- Find the largest common digit in A and B and print it. In case there is no common digit, print "None".
- Do NOT use arrays even if you know it