CSE/IT 113: Introduction to Programming

Sample README

Every lab you turn in must include a README file. The name of the file is README with no file extension.

The README should include the following sections Purpose, Pseudo-Code (optional), and Conclusion:

- **Purpose**: describes what the program does (what problem it solves). Keep this brief.
- **Pseudo-code**: contains the pseudo-code you wrote for the lab. This depends on the lab. Some require pseudo-code; some do not.
- **Conclusion**: what you learned. This is the portion of the lab where you want to be analytical about what you learned. Did you encounter any problems? How did you fix those problems? What new aspect of programming did you learn in this lab? What improvements could you make?. The conclusion does not have to be lengthy, but it should be thorough.

Sample README

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Lab 2

Purpose: To use program logic to correctly evaluate an
algebraic expression given as input by the user.

<Optional Section -- depends on the lab>
Pseduo-code:

<Insert pseudo-code here>

Conclusions:
```

a) What I learned from this lab:

I learned how to implement if-else blocks and switch statements
in C. The if-else block is convenient for more complicated
flow control (such as nesting multiple conditional statements).
However, the if statement it can also be used in place of a
switch statement.

The switch statement is useful when using integer values of a variable to
decide between multiple options.

b) Issues and how I fixed them (bug report):

There was initially a problem compiling this program because the
modulo "%" operator is not valid for floating-point numbers. This
was solved by giving the user an error message if they attempt
to perform this operation on floating-point numbers.

I had some problems with not catching the correct symbol in the switch
statement because I forgot to put single quotes around the + or -
characters. I had to put single quotes around the + to make it '+'
because it tells C that we are looking for a character.

c) Improvements that can be made:

In the future, I would like to change this program so that it asks
the user whether they want to perform an integer or a floating-
point operation.