

# Gebze Institute of Technology

## Introduction to Programming

### CSE102 HW06

Fall 2014

Due Date

06.11.2014, 23:59

Implement the following functions;

1. **(10 pts)** `void fill_vector(double arr[], int* size);`  
Reads content of the given input array from the user via console.  
input format:  
(`<size> < .... Data.... >`)  
3 1.5 34.5 4.4
2. **(10 pts)** `void print_vector(double arr[], int size);`  
Prints content of the given input array. (output format: [1.5, 34.5, 4.4])
3. **(10 pts)**  
`// result = arr1 + arr2`  
`void add_vector(double arr1[], double arr2[],int size_arr1,`  
`size_arr2);`  
  
Adds elements of arr1 and arr2 and prints the resulting array to the console.  
(output format:  
Add: [1.5, 34.5, 4.4]  
)
4. **(10 pts)**  
`// result = arr1 - arr2`  
`void sub_vector(double arr1[], double arr2[],int size_arr1,`  
`size_arr2);`  
Subtracts elements of arr2 from arr1 and prints the resulting array to the console.  
(output format:  
Sub: [1.5, 34.5, 4.4]  
)
5. **(10 pts)**  
`// result = mag(arr1)`  
`void mag (double arr1[],int size_arr1);`  
Computes magnitude of arr1 and prints the resulting values to the console.  
(output format:  
Mag: 1.5  
)
6. **(20 pts)**  
`// result[i] = dist(arr1[i], arr2[i])`  
`void dist(double arr1_x[],double arr1_y[],double`  
`arr1_z[],double arr2_x[],double arr2_y[],double arr2_z[], int`  
`size_arr1, size_arr2);`  
Computes 3D Euclidian distance between each 3D point of arr1 and arr2. Then, prints the

resulting 3D points to the console.

(output format:

Dist: [1.5, 34.5, 4.4]

)

7. **(30 pts)**

// *result = most\_distant (arr1)*

void most\_distant(double arr1\_x[], double arr1\_y[], double  
arr1\_z[], int size\_arr1);

Finds two most distant 3D points in arr1 and prints the maximum distance to the console.

(output format:

Max Dist: 400.4

)

Maximum input size is 1000.

Your main function must be in following format;

```
int main() {
    //You have to complete the code and correct all kind of errors

    //////////////////////////////////////
    puts("-----");
    printf("testing the function xxx \n");

    ...call fill_vector and print_vector...
    //sample input:
    //3 1.5 34.5 4.4

    puts("-----");
    //////////////////////////////////////

    //////////////////////////////////////
    puts("-----");
    printf("testing the function xxx \n");

    ...call fill_vector and add_vector...
    //sample input: arr1, arr2
    //3 1.5 34.5 4.4
    //3 4.5 54.5 7.4

    puts("-----");
    //////////////////////////////////////

    //////////////////////////////////////
    puts("-----");
    printf("testing the function xxx \n");
```

```

...call fill_vector and sub_vector...
//sample input:
//3 1.5 34.5 4.4
//3 4.5 54.5 7.4

puts("-----");
////////////////////////////////////

////////////////////////////////////
puts("-----");
printf("testing the function xxx \n");

...call fill_vector and mag...
//sample input:
//3 1.5 34.5 4.4

puts("-----");
////////////////////////////////////

////////////////////////////////////
puts("-----");
printf("testing the function xxx \n");

...call fill_vector and dist...
//sample input: arr1_x, arr1_y, arr1_z, arr2_x, arr2_y, arr2_z
//3 1.5 34.5 4.4
//3 4.5 54.5 7.4
//3 6.5 64.5 8.4

//3 19.5 34.5 4.4
//3 49.5 54.5 7.4
//3 69.5 64.5 8.4

puts("-----");
////////////////////////////////////

////////////////////////////////////
puts("-----");
printf("testing the function xxx \n");

...call fill_vector and most_distant...
//sample input: arr1_x, arr1_y, arr1_z
//3 1.5 34.5 4.4
//3 4.5 54.5 7.4
//3 6.5 64.5 8.4

```

```
puts ("-----");  
////////////////////////////////////  
  
}
```

Notes:

- You should submit 1 file;
  - main.c
- Add all **files into a folder and compress it** for submission. The folder names will be restricted to the following format:  
HW#\_studentid\_studentname.
  - Example:  
HW01\_121044001\_Abdullah\_Akay
- Upload soft copy of your homework to Moodle course web page
- **DON'T submit hard copy of your assignment.**
- Don't forget to test your code in the provided Linux virtual machine.
- Obey good programming rules (Indentation, Documenting, Well Commenting, Avoiding magic numbers, Non-ascii characters etc.)
- **Strictly follow submission and file, folder naming rules.**