

Instructions*Implement*

- Complete the C23-2 assignment which exercises your skills in performing computer arithmetic by hand.
- On the next page is text for a new C program. Evaluate by hand/calculator the C expressions in the order listed and enter your answers in the spaces provided in the comments to the right.
 - Note: For the first three blanks, the value to be filled in the blank should be the final value when execution of the repetition structure is finished.
- After you have manually performed all of the calculations, create a new C program and enter the below text.
- Add a **printf()** command for each statement so that you can see what the computer calculates.
 - Use **%d** to print an **int**, **%ld** to print a **long**, **%u** to print an **unsigned int**, and **%lu** to print a **unsigned long**.
- Compile, link, and run your program

Evaluate

- Compare your calculations with the outputs from the program. **Do not change your answers**, but explain, where appropriate, why your results were different.

Document

- Create a single PDF that includes your program, the output from running your program, your evaluations to the statements above, and your explanations as to why your results were different.

```

/* Name: Brutus Buckeye */
/* Date: MM/DD/YYYY */
/* Assignment: APP C23-2 EXT */
/* Seat: XX Instructor: XYZ Time: HH:MM */

#include <stdio.h>
#include <math.h>

int main()
{
    int m = 100/3.99, n = 28.01, o = 20, p = 4.0, q = 16, r, s, t;
    int I;
    long L;
    unsigned int uI;
    unsigned long uL;

    for (o=m; o<=n; o++)
    {
        q += p;
    }
    /* o = _____ */
    /* q = _____ */

    for (r=m, s=4; r<n+3; r++, p--)
    {
        t = r*p+n*s;
    }
    /* t = _____ */

    I = pow(t, q)/2.0-1;
    I = I+1;
    /* I = _____ */
    /* I = _____ */

    L = pow(t, q)/2.0-1;
    L = L+1;
    /* L = _____ */
    /* L = _____ */

    uI = pow(t, q)/2.0-1;
    uI = uI+1;
    /* uI = _____ */
    /* uI = _____ */

    uL = pow(t, q)/2.0-1;
    uL = uL+1;
    /* uL = _____ */
    /* uL = _____ */
}

```