### **LAB #3**

Marks: 1 Due:

#### PART I

1. Use Visual Studio to create a source file and type in the following code:

```
/*
   program: lab 3
   author: firstName, lastName
   date: today's date
   purpose: C program involving variables, calculations and printf()
*/

#include <stdio.h>

int main() {
   int radius;
   float area;
   float pi = 3.14159;
   radius = 2;

   area = pi * radius * radius;
   printf("radius: %d area: %f", radius, area);
   getch();
   return 0;
}
```

Compile and run the program. Save program as **lab3\_1.c**.

Write down the output produced on the screen:

How many digits are used to display variable area? \_\_\_\_\_\_

2. Modify the program by replacing the original printf statement with the following printf statement:

```
printf("radius: %-15d area: %-15f", radius, area); /*modified statement*/
```

Compile and run the program. Save program as **lab3\_2.c**.

Write down the output produced on the screen: \_\_\_\_\_\_

How is this output different from the earlier one?

## PRG 155 - Programming Fundamentals Using C

3. Modify the program by modifying the printf statement as follows:

```
printf("radius: %d\tarea: %.2f", radius, area);  /* modified statement */
Compile and run the program. Save program as lab3_3.c.

Write down the output produced on the screen:
How many digits are used to display variable area?
How does '\t' change the output?
```

4. Modify the program by modifying the printf statement as follows:

### PART II

5. Use Visual Studio to create a source file and type in the following code:

```
/*
   program: lab 3_part2
   author: firstName, lastName
   date: today's date
   purpose: debugging
*/
#include <stdio.h>
int main ()
{
    int a, b, ;
    b = 3;
    float f = 10, c, d;
    d = a * b;
    c = a / (f - b);
   printf (The value of d is %d and value of c is %.2f"\n, d, c)
   getch();
   return 0
}
```

# PRG 155 -Programming Fundamentals Using C

Compile the program. Are there any errors?
If there are compiler errors, make appropriate changes and compile the program again.
Run the program. Are there any errors/unexpected behaviors?
If there are runtime errors, make appropriate changes. Compile and run the program again.
Save the program as lab3 part2.c

- 6. Show your work to instructor
- 7. Create a zipped folder containing <u>all</u> .c programs and a Word document with your answers.
- 8. Submit the zipped folder electronically on the Blackboard.