



INDIAN ASSOCIATION FOR THE CULTIVATION OF SCIENCE
SCHOOL OF MATHEMATICAL & COMPUTATIONAL SCIENCES

PG - I (SMCS), Autumn Semester 2022-23

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Assignment Number: 1

Course: COM 4111: Object-Oriented Programming with C++

Date: August 22, 2022

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INSTRUCTIONS

- (1) Create a folder with the name `Assignment_1_$name$` (where `$name$` denotes name of the student). In that folder create sub-folders for each problem. (example: `prob_0`, `prob_1`, `prob_2`, etc.) Write your codes for a particular problem in the respective folder (i.e., `prob_1` should contain two C programming files `swap.c` and `swap_2.c`)
- (2) Give meaningful comments to explain the method used in your program. Programs without valid comments will be evaluated to zero marks.

Problem 0

- (i) Run the given code and explain the outputs.

```
#include<stdio.h>
int main()
{
    int a = 1, b = 2, c = 3, d = 4, res = 0;
```

```

    res = a+b-c+d;
    printf("res = %d \n",res);
    res = a*b/c;
    printf("res = %d \n",res);
    res = 1+a*b%c;
    printf("res = %d \n",res);
    res = a+d%b-c;
    printf("res = %d \n",res);
    res = b = d+c/b-a;
    printf("res = %d \n",res);
    return 0;
}

```

(ii) Run the given code and explain the outputs.

```

#include<stdio.h>

int main()
{
    int ans, val=4;
    val = val+1;
    printf("ans=%d val=%d\n",ans,val);
    val++;
    ++val;
    printf("ans=%d val=%d\n",ans,val);
    ans = 2*val++;
    printf("ans=%d val=%d\n",ans,val);
    val--;
    --val;
    printf("ans=%d val=%d\n",ans,val);
    ans=--val*2;
    printf("ans=%d val=%d\n",ans,val);
    ans = val--/3;
    printf("ans=%d val=%d\n",ans,val);
    return 0;
}

```

Problem 1 Write a C program which reads three **real valued** coefficients a , b and c of a quadratic equation $ax^2+bx+c=0$ and compute and print the roots. (All cases must be covered.) [quadratic.c]

Problem 2 Write a C program to perform addition and multiplication of two large integers of size N and M where N and M are user inputs. Note that the integers are too large to be stored in built-in types. [large_numbers.c]

Problem 3 Write a C program which reads two integers n and r and find the value of $\binom{n}{r}$ by defining a function named as **factorial** which returns the factorial of an integer. [nCr.c]

Problem 4 Write a C program to compute the sum of the following series for a given value of x
 $x - \frac{x^3}{3!} + \frac{x^5}{5!} + \dots$, upto an approximation of 10^{-5} [sum_A.c]

Problem 5 Write a C program to calculate the integral of a function in a given range. [integral.c]

Problem 6 Write a C program that can compute the *multiplication* of two matrices, and report if not possible. [matrix_mult.c]

Problem 7

- (i) Write a C function **mySubStr** which takes two character strings **s1**, **s2** and checks whether the second string is a substring of the latter. If so, it should return the position (the index value) of the occurrence of **s2** in **s1**,
- (ii) Write a C program which reads two strings, prints them and uses the function **mySubStr** to detect and report the first occurrence of the second string in the first one. [string_search.c]

Problem 8 Use typedef to define a data type **COMPLEX** to represent complex numbers. Write C functions:

- (a) **COMPLEX add(COMPLEX, COMPLEX)** to *add* two complex numbers,
- (b) **COMPLEX mult(COMPLEX, COMPLEX)** to *multiply* two complex numbers.

Write a suitable main function to test the above functions.

[complex.c]

Problem 9

- (i) Run the given code and explain the outputs.

[basic_pointers.c]

```
#include <stdio.h>
int main()
{
    int x, y;
    int *ptr;

    x = 10 ;
    ptr = &x ;
    y = *ptr ;
    printf ("%d is stored in location %p \n", x, &x) ;
    printf ("%d is stored in location %p \n", *&x, &x) ;
}
```

```

printf ("%d is stored in location %p \n", *ptr, ptr) ;
printf ("%d is stored in location %p \n", y, &*ptr) ;
printf ("%p is stored in location %p \n", ptr, &ptr) ;
printf ("%d is stored in location %p \n", y, &y) ;

*ptr = 25;
printf ("\nNow x = %d \n", x);
return 0;
}

```

- (ii) Write a C program that can swap two integers using pointers. [swap_pointers.c]
- (iii) Write a C program to read any two integer values m and n from the keyboard. Then allocate the memory to store a two-dimensional matrix, say, `DynamicMatrix[m][n]`. Initialize the matrix so defined. Then print the matrix in the matrix form and also display the sum of the rows and the sum of the columns of the matrix. [matrix_pointers.c]

Problem 10 Write a C program (using recursion) to print all permutations of an N -digit number input by the user. Example: [large_numbers.c]

Input: 132

Output: 123, 132, 213, 231, 312, 321