# **Introduction to Sequential Programming**

#### **OBJECTIVES:**

- 1. Evaluation of arithmetic expressions.
- 2. Writing a C program using sequential structures.
- You should prepare the preliminary work before coming to the laboratory session. Please bring soft copies of the preliminary work with you.
- You will be asked to write two new C programs during the laboratory session related with the sequential programming.

#### PRELIMINARY WORK:

**1.** Assume that in the following program fragments, variables are int type.

Write separate C programs to evaluate the given program fragments and show the outputs produced by each of the program fragments by writing the results in the corresponding boxes.

### Part a-)

```
i= 5;
j = ++i * 3 - 2;
printf(" i=%d j=%d \n", i, j);
```

#### Part b-)

```
m=4; n= 3

j = m / m % m * m + n * 4;

printf(" m=%d n=%d j=%d\n",m,n,j);
```

## Part c-)

```
m = 3 * (n = 3);

m *= n--;

j = m + n;

printf(" m=%d n=%d j=%d\n",m,n,j);
```

#### Part d-)

```
x = 2; j = 8;

j = 1 + (m \% = 1 + (n /= -1 + x++));

printf(" m = \% d n = \% d j = \% d x = \% d \ n", m, n, j, x);
```

## Part f-)

```
a= 3; b=5;
printf("Result=%d\n",a-- && ++a && b--);
printf("a=%d b=%d\n", a, b);
```

- **2.** Write a C program to calculate the area of a rectangle. The program should prompt the user to enter the width and height of the rectangle, and then calculate and print the area of the rectangle.
- **3.** Write a C program that asks the user to enter a three digit number, then prints the number with its digits reversed. A session with the program should have the following appearance:

```
Enter a two-digit number: 281
The reversal is: 182
```

*Hint*: If n is an integer, then n%10 is the last digit in n and n/10 is n with the last digit removed.