

EXERCISE 04 - DECIMAL VALUES, DOUBLE VARIABLES, & TRUNCATION

IMPORTANT: Before submission, make a copy of your **'Program.cs'** file for each question and then rename each file to the following:

File Names:

- *last name_first name_U1_E04_1.cs*
- *last name_first name_U1_E04_2.cs*

Note: Along with last name and first name, make sure the end of the filename (i.e., before the .cs) has the **unit number, exercise number, and question number**. For example:

smith_john_U1_E03_2.cs

1. **Create variables** for each mathematical expression and output the indicated **variable** to the console (submit only **one file** for this question):

Notes:

- Remember to use **BEDMAS**
- **Avoid Truncation** by using a **'cast'** when needed.

- | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| a) Integer variable 'a' equals 7 multiplied by 3 plus 2, all multiplied by 6
(output 'a' to the console) | b) Double variable 'b' equals the division of 3 by 2, all divided by 7
(output 'b' to the console) |
| c) int r = 2
double s = 5 divided by 'r'
(output 's' to the console) | d) int f = 4
int g = 7
double h = 'f' divided by 'g'
(output 'h' to the console) |
| e) int w = 4
double x = 5.3
double z = w / x
double e = 'z' divided by the result of 1 divided by 'w'
(output 'e' to the console) | f) int i = 7
int j = 2
double k = 'i' plus 3 multiplied by 5, all divided by 'j' plus 3 multiplied by 6
(output 'k' to the console) |

2. Consider the following integers:

```
int a = 4, b = -2, c = 11, d = -4, e = 5, f = 9, g = 7;
```

Create a **double variable** named **'average'** that will calculate the **average** of the **integer variables** above (i.e., **add** all **integer variables** together then **divide** by the **number of integer variables you added together**). Output **'average'** to the **console** with a precision of **2 decimal places**. Use **BEDMAS** and **avoid truncation**!