Lab Test 1: Monday Section

Rajanbir Singh

October 24, 2018

1 Question 1

```
-1 bad indentation
/*
Name: Rajanbir Singh
                                                            -1 not ANSI
Student number: 216817140
#include <stdio.h>
void printName(char n[], long stdNum, char d[]);
int main(){
printName("Rajanbir Singh", 216817140, "November 13, 1998");
void printName(char name[], long stdNum, char dob[]){
printf("{\"name\" : \"%s\", \"number\" : \"%ld\", \"date\" : \"%s\"}\n", name, stdNum, dob );
}
                                                          -1 bad indentation
2
    Question 2
                                                               -1 not ANSI
                                                 -1 countDigits fails with (0,0)
Name: Rajanbir Singh
Student Number: 216817140
*/
#include <stdio.h>
int countDigits(int x, int d);
void testCountDigits(int x, int d, int result, char* msg);
/* q2 (c) */
int main(){
testCountDigits(123, 1, 1, "single digit test");
testCountDigits(10, 0, 1, "single 0 test");
testCountDigits(456456, 4, 2, "two fours");
testCountDigits(111111, 1, 6, "six 1's");
}
/* q2 (a) */
int countDigits(int x, int d){
int temp, result;
result = 0;
```

```
temp = x;
while(temp > 0){
int y;
y = temp % 10;
if(y == d){
result++;
}
temp /= 10;
return result;
/* q2 (b) */
void testCountDigits(int x, int d, int result, char *msg){
res = countDigits(x, d);
if(res == result){
printf("test passed %s\n", msg);
}
else{
printf("test failed %s\n", msg);
}
}
    Question 3
3
/*
                                                    -1 bad indentation
Name: Rajanbir Singh
Std num: 216817140
                                                         -1 not ANSI
*/
#include <stdio.h>
/* q3 (a) */
void setTriple(float a, float b, float c, float *x, float *y, float *z){
*x = a;
*y = b;
*z = c;
/* q3 (b) */
void addTriple(float a, float b, float c, float *x, float *y, float *z){
*x += a;
*y += b;
*z += c;
/* q3 (c) */
int main(){
float x, y, z;
setTriple(1, 2, 3, &x, &y, &z);
addTriple(4, 5, 6, &x, &y, &z);
addTriple(x, y, z, &x, &y, &z);
```

```
printf("(%0.2f %0.2f %0.2f)\n", x, y, z);
return 0;
}
```