Lab 3.3.9.2 Type conversions: part 2

Objectives

Familiarize the student with:

- Type conversions
- Conditional statements
- Fixing errors in a program
- Integer numbers
- Floating-point numbers
- Printing on screen

Scenario

Check the program below. Find all possible compilation errors and logic errors. Fix them. Your version of the program must print the same result as the expected output. Before you use your compiler, try to find the errors only by manual code analysis. Use the converted number to check how to round a float number.

```c
#include <stdio.h>

int main(void)
{
 float notExactFive = 5.4;
 float notExactNumber = 6.7;
 int exactFive;
 int roundedNumber;
 if notExactNumber - notExactNumber > 0.5
 {
  roundedNumber = (int)notExactNumber + 1;
 }
 else
 {
  roundedNumber = int notExactNumber;
 }
 exactFive = (int)notExactFive;
 printf("Five is: %f\n", exactFive);
 printf("Rounded to seven: %d\n", roundedNumber);
 return 0;
}
```

Example output

```
Five is: 5
Rounded to seven: 7
```