

Lab Assignment 2

Fall 2024

Course Title: Structured Programming Lab

Course Code: CSE 1202 (Fall 2024)

Submitted by:

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1. Write a program in C that computes the value for z, where $z = x^3 + 3(x^2)(y^4) + y^2$. The value of x and y should be taken from the user. Use pow() function to solve this problem.

Answer:

Algorithm:

- 1. Start the program and prompt the user to enter values for x and y.
- 2. Use the formula $z = x^3 + 3(x^2)(y^4) + y^2$. to calculate z, $pow(x, 3) = x^3$ $pow(x, 2) = x^2$ $pow(y, 4) = y^4$ $pow(y, 2) = y^2$

```
3. Print the value of z.
```

```
#include <stdio.h>
#include <math.h>

int main() {
    double x, y, z;

    printf("Enter value for x: ");
    scanf("%lf", &x);
    printf("Enter value for y: ");
    scanf("%lf", &y);

    z = pow(x, 3) + 3 * pow(x, 2) * pow(y, 4) + pow(y, 2);

    printf("The value of z is: %.2lf\n", z);

    return 0;
}
```

Output Result:

```
cd "/Users/m2air/Downloads/Python/" && gcc tempCodeRunner
■ m2air@m2s-MacBook-Air Python % cd "/Users/m2air/Downloads,
Enter value for x: 10
Enter value for y: 20
The value of z is: 48001400.00
○ m2air@m2s-MacBook-Air Python % ■
```

2. Print the value of y for given x=2 & z=4 and analyze the output.

d.
$$y = x > 7$$
; e. $y = X > Z$? X:Z; f. $y = x \& z$;

Answer:

Given,

$$x = 2$$

$$z = 4$$

a)
$$y = x + + + + + x$$

x++ (post-increment), x++ uses the current value of x, which is 2, and then increments x by 1

So,
$$x ++ = 2$$
 and x becomes 3.

++x (pre-increment), ++x increments x by 1 first, making it 4, and then uses the value 4.

So,
$$++ x = 4$$

The Result y = 2 + 4 = 6

So,
$$y = 6 \& x = 4$$

b)
$$y = + + x + + + x$$
,

x = 4, the first ++x, increments x to 5,

So,
$$++_X = 5$$
.

The second ++x, increments x to 6, so ++x = 6

The results:
$$y = 5 + 6 = 11$$

So,
$$y = 11 \& x = 5$$

c)
$$y = + + x + + + x + + + x$$
,

$$x = 6$$
, The first ++x, increments x to 7,

So,
$$++x = 7$$
,

The second ++x, increments x to 8,

So,
$$++x = 8$$
,

The third ++x, increments x to 9,

$$S_{0}$$
, $++_{X} = 9$,

The results: y = 7 + 8 + 9 = 24

So,
$$y = 24 \& x = 9$$
.

d)
$$y = x > z$$
,

x = 9, x > z checks if x is greater than z,

9 is greater than 4, So, y = true

The result y = true or 1

e)
$$y = x > z ? x : z$$
,

$$x = 9$$
,

If x > z, then y = x; otherwise, y = z,

$$x = 9$$
 and $z = 4$, and $9 > 4$ is true, $y = x = 9$,

The Result y = 9

f)
$$y = x \& z$$
,
 $x = 9$,

Bitwise AND between x (9) and z (4),

Binary of x(9) = 1001

 $Binary \ of \ z(4) = 0100$

The Result , The bitwise AND (1001 & 0100) results in 0000, which is 0.

So, y = 0

- 4. Print the value of y for given x=2 & y=4 and analyze the output.
- a. y = =x; b. y>= x; c x>=y;
- d. $x \ge y \&\& x == 2$; e. $x \ge y \parallel x == 2$; f. $x \le y \&\& x == 2$

Answer:

Given Data,

x = 2 and y = 4

a) y = -x,

First y = x, This assigns the value of x (which is 2) to y, so y becomes 2,

So, y = 2

Second, y == x,

y and x, checking if they are equal. Since y = 4 and x = 2, the result is false

So Final Result y == x is false or 0

b)
$$y \ge x$$
,

$$y = 4, x = 2,$$

if y (4) is greater than or equal to x (2),

So, 4 is greater than 2, this is true.

The Result y >= x is true or 1

c)
$$x \ge y$$
,

if x(2) is greater than or equal to y(4),

So, 2 is not greater than or equal to 4, this is false.

The Result x >= y is false or 0,

d) x >= y && x == 2,

This is Logical AND, So, if both conditions $x \ge y$ and x == 2 are true.

 $x \ge y$ is false (x=2 and y=4).

x == 2 is true.

Since one of the conditions is false, The entire expression evaluates to false or 0.

The result
$$x >= y \&\& x == 2$$
 is false or 0

e)
$$x >= y || x == 2$$
,

This is Logical OR, So, if at least one of the conditions $x \ge y$ or x == 2 is true.

$$x >= y$$
 is false

$$x == 2 is true$$

Since one of the conditions is true, the entire expression evaluates to true or 1

The result =
$$x >= y \mid\mid x == 2$$
 is true or 1

```
f) x <= y && x == 2,</li>
This is Logical AND, So, if both conditions x <= y and x == 2 are true.</li>
x <= y is true (x = 2 and y = 4)</li>
x == 2 is true
Since both conditions are true, the entire expression evaluates to true or 1.
The result x <= y && x == 2 is true or 1.</li>
```

4. Write a C program to take a letter from the English alphabet as input and display both the previous and the next letters with ASCII codes. Assume that input will always be chosen from B to Y or b to y.

Algorithm:

- 1. Prompt the user to enter a letter.
- 2. Find the previous letter by subtracting 1 from the ASCII value of the input letter.
- 3. Find the next letter by adding 1 to the ASCII value of the input letter.
- 4. Print the previous and next letters with their ASCII values.

```
#include <stdio.h>

int main() {
    char input, prev, next;

    printf("Enter a letter: ");
    scanf("%c", &input);

    prev = input - 1;
    next = input + 1;

    printf("Previous letter with ASCII: %c %d ", prev, prev);
    printf("Next letter with ASCII: %c %d\n", next, next);

    return 0;
}
```

Output Result:

```
    ■ m2air@m2s-MacBook-Air Python % cd "/Users/m2air/Downloads/Python/" ile && "/Users/m2air/Downloads/Python/"tempCodeRunnerFile Enter a letter: d
        Previous letter with ASCII: c 99 Next letter with ASCII: e 101
    ○ m2air@m2s-MacBook-Air Python %
```

```
■ mzair@mzs=MacBook=Air Python % ca "/Users/mzair/Downtoads/Python/" &
  ile && "/Users/m2air/Downloads/Python/"tempCodeRunnerFile
  Enter a letter: B
  Previous letter with ASCII: A 65 Next letter with ASCII: C 67
  ○ m2air@m2s=MacBook=Air Python %
```

Discussion:

This lab assignment provides a foundational understanding of core programming concepts in C. Through tasks like calculating formulas, using increment/decrement operators, applying logical and bitwise operations, and manipulating ASCII values, we learn to handle mathematical computations, condition-based logic, and text processing. The exercises emphasize precise control over variables and operations, which are essential skills for building more complex programs. This assignment not only reinforces mathematical and logical thinking but also prepares us for efficient, structured problem-solving in programming.