

A few tips on CSC230 Project 1

1. We'll talk about git on Monday, but for this assignment, you just need to log in, not use git, so no worries
2. For line terminations, many editors will have a setting that allows you to specify the line termination convention you want to use, e.g., DOS/Windows, Unix/Linux, MacOS.
3. For textbox, since you're new to C, just take things a simple step at a time
 1. write and debug a program that just prints the first and last lines, doesn't read any input
 2. Modify the preceding to also read one line and output it in the expected format, and assume for this case (a) there will be an input line, and (b) it will not exceed the expected length
 3. Modify the preceding to handle the case that the single input line may exceed the maximum length, and correctly discard excess characters
 4. Now modify the preceding to read multiple lines, outputting each as above, until there are no more input lines, and also handle properly the case that there are no input lines
4. For ballistics.c
 1. a restatement of the specification is: given an initial velocity, print a table showing for various angles and this velocity how far the projectile flies, and how long before it falls to earth
 2. To do this, given the velocity and an angle, you can solve for the time t at which the height above the ground is zero. It's a particularly simple quadratic equation.

Hope this helps!