

CSE 1310: Introduction to Computers & Programming

University of Texas at Arlington

Fall 2020

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Assignment 0

The purpose of this assignment is to make sure your Unix-like environment is configured and that you are able to compile C programs.

1. (50%) *The following code will not compile as written. It should compute the circumference of a circle with radius 2.1.*

```
#include <stdio.h>
#define PI 3.14159

int main(void) {
    float r = 2.1
    float circumference = 2 * PI * r;
    print("%f\n", r);

    return 0
```

- (a) *Copy the code **AS WRITTEN** into a file named `assignment0.c` and attempt to compile it. There will be errors and a warning.*
 - (b) *Using pipes and redirection, filter the output to only show errors to a file named `errors.txt`.*
 - (c) *Similarly, filter the output to only show warning messages and redirect it to a file named `warnings.txt`.*
 - (d) *Fix any errors so that the code will compile and print the result correctly.*
2. (50%) *Create a document (you can use text, Word, or PDF) with the following information:*
 - (a) *Describe your programming experience. If you have experience, include which languages used.*
 - (b) *What is your maths background? Include your most advanced course.*
 - (c) *Why do you want to learn programming? Is it for a potential career interest, hobby, etc.?*

Create a zip file using the name template `<LASTNAME>_<ID>.zip` which includes the four required files (`assignment0.c`, `warnings.txt`, `errors.txt`, and your answer file). Submit the zip file through Canvas.