Name: Mohanmad Loraiz

Homework 4

```
1. What syntax follows the case statement?
(A). :
В.;
c. -
D. A newline
2. What keyword is required to avoid falling through from one case to the next?
A. end;
(B) break;
C. stop;
D. quit;
3. What keyword covers unhandled case possibilities?
A. all
B. contingency
(d. default
D. other
4. What is the result of the following code?
int x = 1;
switch(x)
  case 1: printf( "Help" );
  case 0: printf( "Me" );
           break;
   case 2: printf( "Hello World" );
A HelpMe
B. Help
C. Help Me
D. Hello World
5. What is the final value of x after the code statements below are run?
for (x=0; x<10; x++) 45 ***
 {code statements}
A 10
B. 9
C. 0
 6. When will the code block below execute?
while (x<100)
 {code block}
A) When x is less than one hundred B. When x is greater than one hundred
C. When x is equal to one hundred
D. Always
7. Which is not a loop structure?
A. for
B. do-while
 C. while
(D) repeat-until
```

```
. How many times is a do-while loop guaranteed to loop?
A. 0
B. Infinitely
Variable
9. Can case conditions use test conditions?
A. yes
(B) no
10. What is wrong with this case statement \rightarrow case (x > 2):
A cases can't have a test condition
B. cases must be capitalized
C. cases must use a ; and not a :
11. What is wrong with this case statement -> case 2:
A. cases must be capitalized
B. cases must use a ; and not a :
(C) nothing
12. True or false, cases must use curly braces like other test condition statements
A. true
(B) false
13. Which loop structure always uses a semicolon after the test condition?
A. for
(B) do-while
C. while
14. Which for loop syntax is correct?
A. for \{i=0, i<10, i++\}
        {code block}
B. for (i=0; i<10; i++);
        {code block}
(c) for (i=0; i<10; i++)
        {code block}
15. Which for loop will not execute?
A. for (i=0; i<5; i++)
B. for (i=5; i <= 10; i++)
(i=5; i==10; i++)
16. Does every loop structure require curly braces?
A. yes
                                         Wat required it single statement
no 🔞
 17. Which do-while loop structure is correct?
(A) do
   code block
 } while (condition);
B. do
   code block
} while (condition)
C. do
   code block
) while (condition):
```

```
char selection;
printf("Enter A, B, or C \n");
scanf("%c",&selection);
switch(selection)
{
    case 'A' : printf("Rt = R1 + R2\n");
    case 'B' : printf("It = Vt / Rt\n");
    case 'C' : printf("Pt = Vt * It\n");
    default : printf("That was not a correct selection!");
}
```

<u>It=Vt/Rt</u> Pt=Vt"It

That was not a correct seketlant

Analyze the two programs shown below and determine if both programs can be made to perform the same function of counting from 1 through 5. If so, what needs to be changed in each program? If not, why can't they be made to work the same?

```
void main(void)
{
    int count;
    for(count = 1; count <= 5; count = count + 1);
    printf("Count = %d \n", count);
}

void main(void)
{
    int count = 1;
    while(count <= 5)
    {
        printf("Count = %d\n", count);
        ++count;
     }
}</pre>
```

The second main function can already hisplay the count as 1 through 5.

The first main function can be changed to display the about

from 1 through 5 by removing the semi-colon after the

for statement and surrounding the print statement with

curly braces, enabling the count to be printed from 1-5.

```
Convert the following "if ... else if ... else" code snippet into a switch/case code
snippet.
void main (void)
     char selection:
     printf("Use OHM's Law to solve for A = Voltage, B = Current, C = Resistance\n ");
     printf("Enter your selection (A, B, or C) => ");
     scanf("%c", &selection);
     if(selection == 'A')
           printf("V = I * R");
     else if(selection == 'B')
           printf("I = V / R");
     else if(selection == 'C')
           printf("R = V / I");
     else
           printf("That was not a proper selection.");
}
       char selection;
      printf ("Use OHM's Law to colve for A= Voltage, B= Curent, C= Resistance \h");
       Switch (selection)
          Case A':
          de Fault:
              print F ("That was not a proper selection:");
```