

**Assignment 1**  
**Due date (on or before): Announced in class.**

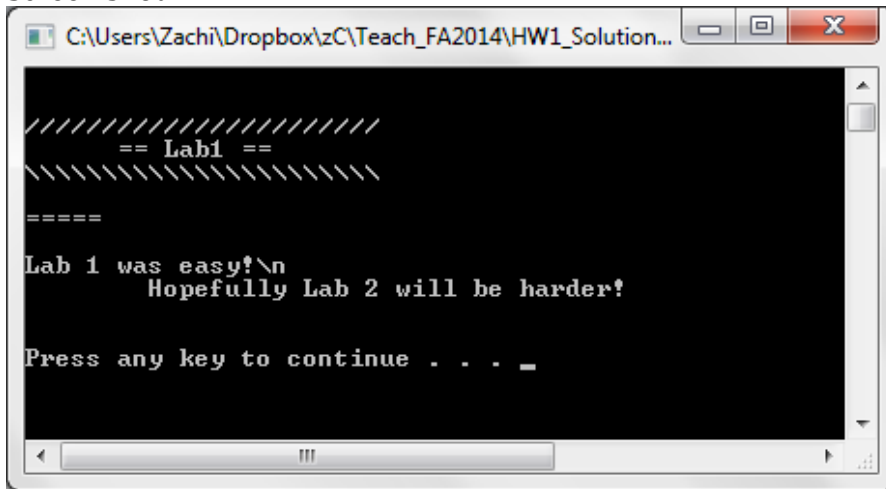
1. Write a C program that will print out the following message **highlighted** below (including the row of equal signs, and no need for highlighting in your C program...):

```
////////////////////////////////////  
      == Lab1 ==  
////////////////////////////////////
```

```
=====
```

```
Lab 1 was easy!\n      Hopefully Lab 2 will be harder!
```

Screen shot:



\*\*\*\*\* Start of code + Screen shot\*\*\*\*\*

```
#include <stdio.h>  
#include <stdlib.h>  
  
int main(void)  
{  
    printf("\n\n");  
    printf("////////////////////////////////////\n");  
    printf("      == Lab1 ==\n");  
    printf("////////////////////////////////////\n");  
  
    printf("\n=====\n\n");  
  
    printf("Lab 1 was easy!\n      Hopefully Lab 2 will be harder!\n");  
  
    printf("Press any key to continue . . . _\n");  
}
```

```
printf("Lab 1 was easy!\n\n");
printf("\tHopefully Lab 2 will be harder!\n");

printf("\n\n");
system("pause");
return(0);
}
```

\*\*\*\*\* End of code + Screen shot\*\*\*\*\*

### 3. Identifiers, variables, and constants (20 points)

- a. What is the difference between a variable and a constant?

Variable can be assigned new value during the program. Constant has a value that cannot be changed.

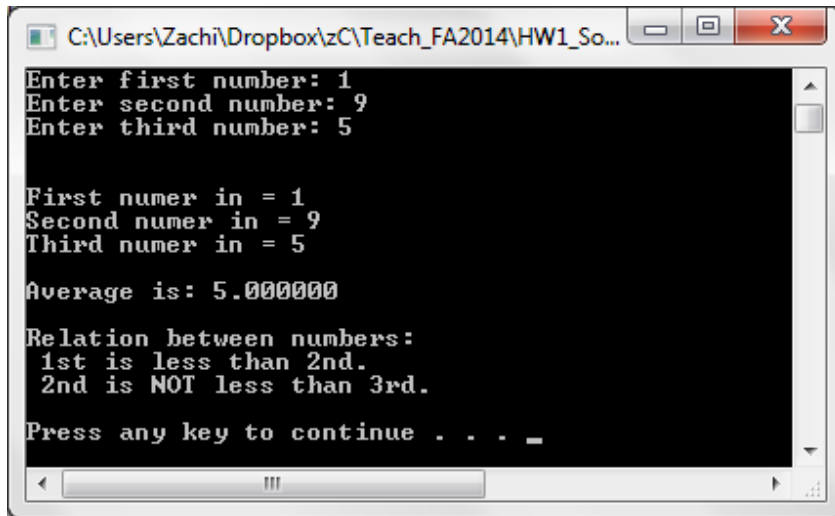
- b. Explain what each of the lines below does as a comment:

```
int x;           // Declare an integer variable x
x = 3;          // Assign x the value 3
int y = 3;      // Declare and integer variable y and Assign it the value 3.
char c;        // Declare a variable of type Character, named c.
float num;     // Declare a variable of type float, and call it num.
```

### 4. Modify the average-program we wrote in class in the following manner:

- 4.a Read 3<sup>rd</sup> integer from user.
- 4.b Calculate the average of the three numbers.
- 4.c Print whether the first integer is smaller than the second.
- 4.d Print whether the second integer is smaller than the third.

Screen shot:



```
C:\Users\Zach\Dropbox\zC\Teach_FA2014\HW1_So...
Enter first number: 1
Enter second number: 9
Enter third number: 5

First numer in = 1
Second numer in = 9
Third numer in = 5

Average is: 5.000000

Relation between numbers:
1st is less than 2nd.
2nd is NOT less than 3rd.

Press any key to continue . . . _
```

\*\*\*\*\* Start of code + Screen shot\*\*\*\*\*

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

// main function: Does the job!
int main(void)
{
    int a,b,c;
    float avg;

    printf("Enter first number: ");
    scanf("%d",&a);

    printf("Enter second number: ");
    scanf("%d",&b);

    printf("Enter third number: ");
    scanf("%d",&c);

    printf("\n\nFirst numer in = %d\n",a);
    printf("Second numer in = %d\n",b);
    printf("Third numer in = %d\n\n",c);

    avg = (a+b+c)/3.0;
    printf("Average is: %f\n\n",avg);

    printf("Relation between numbers:\n");
    if (a<b)
        printf(" 1st is less than 2nd.\n");
    else
        printf(" 1st is NOT less than 2nd.\n");

    if (b<c)
        printf(" 2nd is less than 3rd.\n");
    else
        printf(" 2nd is NOT less than 3rd.\n");
```

```
printf("\n");  
system("pause");  
return(0);  
}
```

\*\*\*\*\* End of code + Screen shot\*\*\*\*\*

### **5. Challenge question (1/2):**

Write a program that takes as an input an integer number between 0 and 999, and prints it in reverse.

See three examples of running the program below (with input 961,61, and 1).

Use ONLY what we learned so far in class.

```
zachi:~/tmp$ ./xIntReverse

***PROGRAM START***

Please enter an integer (less than 1,000): 961

Integer entered: 961
Printing it in reverse:169

***PROGRAM END***

zachi:~/tmp$ ./xIntReverse

***PROGRAM START***

Please enter an integer (less than 1,000): 61

Integer entered: 61
Printing it in reverse:16

***PROGRAM END***

zachi:~/tmp$ ./xIntReverse

***PROGRAM START***

Please enter an integer (less than 1,000): 1

Integer entered: 1
Printing it in reverse:1

***PROGRAM END***

zachi:~/tmp$
```

\*\*\*\*\* Start of code + Screen shot\*\*\*\*\*

```
#include <stdio.h>

int main(void)
{
    int a;
    int b;

    printf("\n\n***PROGRAM START***\n\n");

    printf("Please enter an integer (less than 1,000): ");
    scanf("%d",&a);
```

```

printf("\nInteger entered: %d\n",a);
printf("Printing it in reverse:");

// Does the number has only one digit?
if (a<10) printf("%d",a);

// The number has at least two digits
if (a>=10)
{
    // extract the least digit and remove it from number
    b = a%10 ;
    printf("%d",b);
    a = (a-b)/10;

    // Does the number NOW has two digits?
    if (a<10) printf("%d",a);

    // The number NOW has at least two digits
    if (a>=10)
    {
        b = a%10 ;
        printf("%d",b);
        a = (a-b)/10;

        // Print the last digit
        printf("%d",a);

    }

}

printf("\n\n***PROGRAM END***\n\n");
return(0);
}

```

\*\*\*\*\* End of code + Screen shot\*\*\*\*\*

### 6. (This one IS extra. Do if you can.) Challenge question (2/2):

Write a program that takes as an input an integer number between 0 and 15, and prints it's representation as a 4-digit binary number.

See three examples of running the program below (with input 13, 2, and 10).

Use ONLY what we learned so far in class.

```
Debug — bash — 57x37
zachi:~/tmp/Debug$ ./xInt2Bin_simple

***PROGRAM START***

Please enter an integer (0..15): 13
Integer 13 = Binary 1101

***PROGRAM END***

zachi:~/tmp/Debug$ ./xInt2Bin_simple

***PROGRAM START***

Please enter an integer (0..15): 2
Integer 2 = Binary 0010

***PROGRAM END***

zachi:~/tmp/Debug$ ./xInt2Bin_simple

***PROGRAM START***

Please enter an integer (0..15): 10
Integer 10 = Binary 1010

***PROGRAM END***

zachi:~/tmp/Debug$
```

\*\*\*\*\* Start of code + Screen shot\*\*\*\*\*

```
#include <stdio.h>

int main(void)
{
    int a;
    int b;

    printf("\n\n***PROGRAM START***\n\n\n");

    printf("Please enter an integer (0..15): ");
    scanf("%d",&a);
```

```

printf("\n Integer %d = Binary ",a);

// Going from MSB
// Bit 4
b = a/8 ;
if (b)
    printf("1");
else
    printf("0");

a -= b*8;

// Bit 3
b = a/4 ;
if (b)
    printf("1");
else
    printf("0");

a -= b*4;

// Bit 2
b = a/2 ;
if (b)
    printf("1");
else
    printf("0");

a -= b*2;

// Bit 1
b = a/1 ;
if (b)
    printf("1");
else
    printf("0");

printf("\n\n***PROGRAM END***\n\n");
return(0);
}

```

\*\*\*\*\* End of code + Screen shot\*\*\*\*\*