

CMPE 108 - Experiment 5

Repetitive Structures - 2

OBJECTIVES:

- Understand how to edit, compile and execute C computer codes.
- Understand C programming: repetitive structures

NOTES:

- You should prepare the preliminary work before coming to the laboratory session and bring soft or hard copies of the preliminary work with you.
- Before writing a computer code, you should do the following steps:
 - 1) understand and analyze the problem,
 - 2) develop an algorithm and/or flowchart,
 - 3) convert the algorithm and/or the flowchart into a C code.

PRELIMINARY WORK:

1. Write a complete C program to evaluate each the following C program fragments and write the output into the given boxes on the right and explain the produced results of each C program.

a)

```
for (i=0; i<10; i++)
{
    printf("%d",i);
}
for (j=0;j<10;++j)
{
    printf("%d",j);
}
```

b)

```
for(i=0; i<10; i++)
    for(j=0; j<10; ++j)
        printf("i= %d \t j=%d \n",i,j);
        /* '\t' is tab sequence*/
```

c)

```
for(i=0, j=20; i<5, j>10; ++i, j--)
    printf("i=%d \t j=%d \n", i, j);
    /* '\t' is tab sequence */
```

d)

```
i=0;
for ( ; i<10; i++)
    for(j=0; j<10; )
    {
        printf("i=%d \t j=%d \n", i, j);
        j++;
    }
for( ; i>=0; )
{
    j=0;
    for( ; j>=0; )
    {
        printf("i=%d \t j=%d \n", i, j);
        j--;
    }
    --i;
}
```

e)

```
for(i=1; i<=50; i++)
{
    printf("i=%d", i);
    if (i%5==0)
    {
        printf("\n");
        break;
    }
    printf(" \t");
}
```

f)

```
for(i=1; i<=50; i++)
{
    printf("i=%d", i);
    if (i%5==0)
    {
        printf("\n");
        continue;
    }
    printf(" \t");
}
```

TASKS in the LAB hours:

1.

- a) Write a C program that sums the positive numbers up to 50 using a for-loop structure, finds the average and prints the sum and average on the screen.
- b) Modify your program in such a way that it will sum unknown number of positive integers, find the average and print the sum and average on the screen.

Hint: Use infinite for-loop.

2. Write a C program that prompts the user to enter a number. If the number is an even number other than a multiple of 8 (8, 16, 24, 32 ...), the program will calculate the square of the number and print it on the screen, and ask for another number. If the number is odd, other than a multiple of 7 (7, 14, 21 ...), the program will calculate the cube of the number, print it on the screen, and then ask for another number. The program will continue until the user enters the number 0 (zero). You should use for-loop structure with “*continue*” and “*break*” statements.

Hints:

- *The program should use the statement “*continue*”, whenever the user input is a multiple of 7 or 8, in order to skip to the next iteration of the loop.*
- *The program should use the statement “*break*” when the user input is equal to 0 (zero).*