

EECS 10: Computational Methods in Electrical and Computer Engineering

Lecture 9

Rainer Dömer

doemer@uci.edu

The Henry Samueli School of Engineering
Electrical Engineering and Computer Science
University of California, Irvine

Lecture 9: Overview

- Midterm 1 Review Quiz
 - Top 5 most “difficult” questions
- Formatted output
 - Formatting of integral values
 - Formatting of floating-point values
 - Example `Formatting.c`
- Programming Principles
 - Algorithm
 - Control flow

Midterm 1 Review Quiz

- Top 5 most “difficult” questions:
 - Rank 5: Question 11 (54.4% incorrect answers)
- Which of the following expressions yield a result type of `double`? (Check all that apply! 2 pts.)
 - a) `5 * 100000`
 - b) `5 * 100.00`
 - c) `(int)5.3 > 3.0`
 - d) `10 / 3`
 - e) `5.0 / 5`

EECS10: Computational Methods in ECE, Lecture 9

(c) 2008 R. Doemer

3

Midterm 1 Review Quiz

- Top 5 most “difficult” questions:
 - Rank 5: Question 11 (54.4% incorrect answers)
- Which of the following expressions yield a result type of `double`? (Check all that apply! 2 pts.)
 - a) `5 * 100000`
 - b) `5 * 100.00`
 - c) `(int)5.3 > 3.0`
 - d) `10 / 3`
 - e) `5.0 / 5`

EECS10: Computational Methods in ECE, Lecture 9

(c) 2008 R. Doemer

4

Midterm 1 Review Quiz

- Top 5 most “difficult” questions:
 - Rank 4: Question 9 (60.0% incorrect answers)
- What is output by the following C statement? (1 pt.)


```
printf("%d + %d + %d", 1, 2, 1+2);
```

- a) 1 + 2 + 1+2
- b) %d + %d + %d, 1, 2, 1+2
- c) 6
- d) %1 + %2 + %3
- e) 1 + 2 + 3

Midterm 1 Review Quiz

- Top 5 most “difficult” questions:
 - Rank 4: Question 9 (60.0% incorrect answers)
- What is output by the following C statement? (1 pt.)

```
printf("%d + %d + %d", 1, 2, 1+2);
```

- a) 1 + 2 + 1+2
- b) %d + %d + %d, 1, 2, 1+2
- c) 6
- d) %1 + %2 + %3
-  e) 1 + 2 + 3

Midterm 1 Review Quiz

- Top 5 most “difficult” questions:
 - Rank 3: Question 15 (62.4% incorrect answers)
- What is the output of the following C program fragment (1 pt.)

```
int i1 = 5, i2 = 2, i;
float f1 = 5, f2 = 2, f;
i = i1 / i2;
f = (int)(f1 / f2);
printf("i = %d, f = %f", i, f);
```

- a) i = 2, f = 2
- b) i = 1, f = 2
- c) i = 2, f = 2.00000
- d) i = 2.00000, f = 2.50000
- e) i = 2, f = 2.50000

EECS10: Computational Methods in ECE, Lecture 9


(c) 2008 R. Doemer

7

Midterm 1 Review Quiz

- Top 5 most “difficult” questions:
 - Rank 3: Question 15 (62.4% incorrect answers)
- What is the output of the following C program fragment (1 pt.)

```
int i1 = 5, i2 = 2, i;
float f1 = 5, f2 = 2, f;
i = i1 / i2;
f = (int)(f1 / f2);
printf("i = %d, f = %f", i, f);
```

- a) i = 2, f = 2
- b) i = 1, f = 2
-  c) i = 2, f = 2.00000
- d) i = 2.00000, f = 2.50000
- e) i = 2, f = 2.50000

EECS10: Computational Methods in ECE, Lecture 9

(c) 2008 R. Doemer

8

Midterm 1 Review Quiz

- Top 5 most “difficult” questions:

– Rank 2: Question 21 (72.0% incorrect answers)

- Consider the following C program fragment regarding systolic blood pressure (line numbers are not part of the code):

```
1 int x;
2 scanf("%d", &x);
3 if (x >= 140)
4     { printf("High"); }
5 if (x >= 120)
6     { printf("HighNormal"); }
7 if (x > 90)
8     { printf("Normal"); }
9 if (x < 90)
10    { printf("Low"); }
```

- Which of the following changes, if applied individually, would be required in order to have `HighNormal` printed when 125 is entered? (Check all that apply! 2 pts.)

- Change line 8 to `printf("High");`
- Change line 7 to `if (x > 90 && x < 120)`
- Change line 7 to `if (x > 90 || x < 120)`
- Change line 6 to `printf("High");`
- Change line 8 to `printf("HighNormal");`

EECS10: Computational Methods in ECE, Lecture 9

(c) 2008 R. Doemer

9

Midterm 1 Review Quiz



- Top 5 most “difficult” questions:

– Rank 2: Question 21 (72.0% incorrect answers)

- Consider the following C program fragment regarding systolic blood pressure (line numbers are not part of the code):

```
1 int x;
2 scanf("%d", &x);
3 if (x >= 140)
4     { printf("High"); }
5 if (x >= 120)
6     { printf("HighNormal"); }
7 if (x > 90)
8     { printf("Normal"); }
9 if (x < 90)
10    { printf("Low"); }
```

- Which of the following changes, if applied individually, would be required in order to have `HighNormal` printed when 125 is entered? (Check all that apply! 2 pts.)

- Change line 8 to `printf("High");`
-  Change line 7 to `if (x > 90 && x < 120)`
- Change line 7 to `if (x > 90 || x < 120)`
-  Change line 6 to `printf("High");`
- Change line 8 to `printf("HighNormal");`

EECS10: Computational Methods in ECE, Lecture 9

(c) 2008 R. Doemer

10

Midterm 1 Review Quiz

- Top 5 most “difficult” questions:
 - Rank 1: Question 12 (73.6% incorrect answers)
- What is the result of the following expression? (1 pt.)


```
!((4 - 5%4) < 5 && (7/6 > 4))
```

- a) true
- b) false
- c) 1
- d) 0
- e) invalid expression

Midterm 1 Review Quiz

- Top 5 most “difficult” questions:
 - Rank 1: Question 12 (73.6% incorrect answers)
- What is the result of the following expression? (1 pt.)

```
!((4 - 5%4) < 5 && (7/6 > 4))
```

- a) true
- b) false
-  c) 1
- d) 0
- e) invalid expression

Formatted Output

- Formatted output using `printf()`
 - standard format specifiers for integral values
 - unsigned long long %llu
 - long long %lld
 - unsigned long %lu
 - long %ld
 - unsigned int %u
 - int %d
 - short %hd
 - standard format specifiers for floating point values
 - long double %Lf
 - double %f
 - float %f

EECS10: Computational Methods in ECE, Lecture 9

(c) 2008 R. Doemer

13

Formatted Output

- Detailed formatting sequence for integral values
 - % *flags width length conversion*
 - *flags*
 - (none) standard formatting (right-justified)
 - - left-justified output
 - + leading plus-sign for positive values
 - 0 leading zeros
 - *field width*
 - (none) minimum number of characters needed
 - integer width of field to be filled with output
 - *length* modifier
 - (none) int type
 - h short int type
 - l long int type
 - ll long long int type
 - *conversion* specifier
 - d signed decimal value
 - u unsigned decimal value
 - o (unsigned) octal value
 - x (unsigned) hexadecimal value using characters 0-9, a-f
 - X (unsigned) hexadecimal value using characters 0-9, A-F

EECS10: Computational Methods in ECE, Lecture 9

(c) 2008 R. Doemer

14

Formatted Output

- Detailed formatting sequence for floating-point values
 - *% flags width precision length conversion*
 - *flags*
 - (none) standard formatting (right-justified)
 - - left-justified output
 - + leading plus-sign for positive values
 - 0 leading zeros
 - *field width*
 - (none) minimum number of characters needed
 - integer width of field to be filled with output
 - *precision*
 - (none) default precision (e.g. 6)
 - .int number of digits after decimal point (for *f*, *e*, or *E*), maximum number of significant digits (for *g*, or *G*)
 - *length* modifier
 - (none) float or double type
 - L long double type
 - *conversion* specifier
 - *f* standard floating-point notation (fixed-point)
 - *e* or *E* exponential notation using (*e* or *E*)
 - *g* or *G* standard or exponential notation (using *e* or *E*)

Formatted Output

- Program example: `Formatting.c` (part 1/2)

```

/* Formatting.c: formatted output demo          */
/* author: Rainer Doemer                       */
/* modifications:                             */
/* 10/19/04 RD initial version                 */
#include <stdio.h>

/* main function */
int main(void)
{
    /* output section */
    printf("42 formatted as %d: %d\n", 42);
    printf("42 formatted as %8d: %8d\n", 42);
    printf("42 formatted as %-8d: %-8d\n", 42);
    printf("42 formatted as %+8d: %+8d\n", 42);
    printf("42 formatted as %08d: %08d\n", 42);
    printf("42 formatted as %x: %x\n", 42);
    printf("42 formatted as %o: %o\n", 42);
    ...

```


Formatted Output

- Program example: `Formatting.c` (part 2/2)

```

...
printf("\n");
printf("123.456 formatted as |%f|:      |%f|\n", 123.456);
printf("123.456 formatted as |%e|:      |%e|\n", 123.456);
printf("123.456 formatted as |%g|:      |%g|\n", 123.456);
printf("123.456 formatted as |%12.4f|: |%12.4f|\n",
      123.456);

printf("123.456 formatted as |%12.4e|: |%12.4e|\n",
      123.456);

printf("123.456 formatted as |%12.4g|: |%12.4g|\n",
      123.456);

/* exit */
return 0;
} /* end of main */

/* EOF */

```

Formatted Output

- Example session: `Formatting.c`

```

% vi Formatting.c
% gcc Formatting.c -o Formatting -Wall -ansi
% Formatting
42 formatted as |%d|:      |42|
42 formatted as |%8d|:      |      42|
42 formatted as |%-8d|:      |42      |
42 formatted as |%+8d|:      |      +42|
42 formatted as |%08d|:      |00000042|
42 formatted as |%x|:      |2a|
42 formatted as |%o|:      |52|

123.456 formatted as |%f|:      |123.456000|
123.456 formatted as |%e|:      |1.234560e+02|
123.456 formatted as |%g|:      |123.456|
123.456 formatted as |%12.4f|:      |123.4560|
123.456 formatted as |%12.4e|:      |1.2346e+02|
123.456 formatted as |%12.4g|:      |123.5|
%

```

Programming Principles

- Thorough *understanding* of the problem
- *Problem definition*
 - Input data
 - Output data
- *Algorithm*: Procedure to solve the problem
 - Detailed set of *actions* to perform
 - Specification of *order* in which to perform the actions
 - Termination after a *finite* number of steps
- *Pseudo code*: Planning a program
 - Informal (English) description of steps in an algorithm
 - Example: Cake baking recipe
- *Control flow*
 - Execution order of statements in the program
- *Program*: Instructions for the computer
 - Formal description in programming language
 - Statements (steps, actions)
 - Control structures (flow of control)

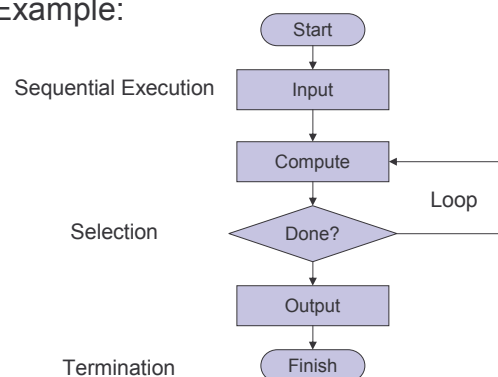
EECS10: Computational Methods in ECE, Lecture 9

(c) 2008 R. Doemer

19

Control Flow

- Control flow charts
 - Graphical representation of program control flow
 - Example:



EECS10: Computational Methods in ECE, Lecture 9

(c) 2008 R. Doemer

20