

EECS 10: Homework 3

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October 9, 2009

Due Monday, October 19 at 12:00pm

1. **Part 1: Compute the approximate value of e^x (10 points)**

Write a C program to calculate the value of e to the power of x . The result can be approximated using an infinite sum:

$$e^x = 1 + x + \frac{1}{2!}x^2 + \frac{1}{3!}x^3 + \dots + \frac{1}{n!}x^n + \dots$$

Your program must use only the basic operations such as addition, subtraction, multiplication and division. Also, please follow the same programming style as discussed in Lecture 5 for the cosine function (i.e. do not use any loops in your program).

The goal is to compute the value of e^x such that the result has a precision of 3 decimal places. For example, if the value of $e^{0.9} = 2.459603111\dots$, then your program should output $e^{0.9} = 2.459\text{xxx}$ (where “x” is any digit, no matter whether it is accurate or not).

In your program, you should use as many terms from the above formula as necessary to just achieve the above mentioned precision for the three values given below.

$$e^{0.3} = 1.349\text{xxx}$$

$$e^{0.5} = 1.648\text{xxx}$$

$$e^{1.0} = 2.718\text{xxx}$$

When executed, your program should look like this:

```
Please enter the real value x: 1.0  
e to the power of x is approximately 2.718xxx
```

You should submit your program code as file **e.c**, a text file **e.txt** briefly explaining how you designed your program, and a typescript **e.script** which shows that you compile your program and run it using the values 0.3, 0.5 and 1.0 as inputs.

You should submit your program code as file `weekday.c`, a text file `weekday.txt` briefly explaining how you designed your program, and a typescript `weekday.script` which shows that you compile your program and run it. Use the following dates as inputs:

10/19/2009 (the deadline for this assignment),

12/25/2009 (next Christmas Day), and

10/04/1965 (the first day of classes at UCI).

3. Bonus Problem [5 Points]

The program output of Part 2 uses a numerical identifier (0 – 6) to represent the computed weekday. In this bonus problem, we will extend our program so that it prints the result as a regular text string, i.e. Saturday, Sunday, Monday, ..., or Friday. Thus, given the date listed above, the program should output:

```
For the date 10/19/2009, the day of the week is 2.  
This is a Monday.
```

Hint: You may use seven if-statements to create this output.

To submit, use the same files as in Part 2, i.e. `weekday.c`, `weekday.txt`, and `weekday.script`.

4. Submission

Submission for the files will be similar to last week's assignment. The only difference is that you need to create a directory called `hw3/`. Put all the files for assignment 3 in that directory and run the `/ecelib/bin/turnin` command to submit your homework.