

EECS 22: Advanced C Programming

Lecture 10

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Lecture 10: Overview

- **Course Administration**
 - Midterm course evaluation
- **Midterm Course Review**
 - Syntax and semantics of C programs
 - Types, expressions, statements, functions
 - Recursion, modules, Makefile, debugging
- **Practice**
 - Review Quiz
 - Programming Problem

Course Administration

- Midterm Course Evaluation
 - One week, starting this Sunday!
 - Sunday, Oct. 28, noon – Sunday, Nov. 4, noon
 - Online via EEE Evaluation application
- Feedback from students to instructors
 - Completely voluntary
 - Completely anonymous
 - Very valuable
 - Help to improve this class!
- Mandatory Final Course Evaluation
 - expected for week 10 (TBA)

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Midterm Course Review

- L1: Introduction, course setup, Linux
- L2: Tokens, basic types, operators, formatted I/O
- L3: Control-flow statements, conditionals, loops
- L4: Arrays, accesses, pass by value/reference
- L5: Functions, call graph, stack, recursion
- L6: Scope, variable lifetime, storage classes
- L7: Compiler components, translation units
- L8: Make, Makefile, rules, targets and dependencies
- L9: Assertions, debugging, GDB/DDD commands

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Quiz: Question 21

- Which of the following variable declarations is valid in ANSI-C?
(Check all that apply! 2 pts.)
 - a) `double xyz;`
 - b) `double x, y, z;`
 - c) `double x = 1.0;`
 - d) `double x = 1.1, y = 2.2, z = 3.3;`
 - e) `double x,y,z = 1.0,2.0,3.0;`

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Quiz: Question 22


- Which of the following data types has the largest range of representable numbers?
 - a) `char`
 - b) `short int`
 - c) `long long int`
 - d) `unsigned int`
 - e) `signed long int`

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Quiz: Question 23


- Which of the following data types can store the greatest value?
 - a) `long int`
 - b) `long long int`
 - c) `unsigned long long int`
 - d) `float`
 - e) `double`

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 - b) `long long int`
 - c) `unsigned long long int`
 - d) `float`
 -  e) `double`

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Quiz: Question 24

- Assuming that x is a variable of type `int`, which values of x satisfy the following condition?

```
x % 2 == 1
```

- a) no value
- b) any value
- c) any value less than 2
- d) any odd value
- e) any even value

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Quiz: Question 25

- Assume that x is an integer in the range of 1 through 10 inclusively. Which of the following expressions can be used as a test for x being an even number?

(Check all that apply! 2 pts.)

- a) $x \% 2 == 0$
- b) $x / 2 > 1$
- c) $x \% 2 == 1$
- d) $x / 2 * 2 == x$
- e) $x==2 \ || \ x==4 \ || \ x==6 \ || \ x==8 \ || \ x==10$

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Quiz: Question 26


- Given the following function `g`, what is the result of `g(85)`?

- a) `'A'`
- b) `'B'`
- c) `'C'`
- d) `'D'`
- e) `'F'`

```
char g(int n)
{
    switch(n/10)
    { case 10:
      case 9: return('A');
      case 8: return('B');
      case 7: return('C');
      case 6: return('D');
      default: return('F');
    }
}
```

Quiz: Question 26

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- a) `'A'`
-  b) `'B'`
- c) `'C'`
- d) `'D'`
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```


Quiz: Question 27

- What is the value of **x** after the following code fragment is executed?

```
int x = 0;
for(x = 1; x <= 10; x++)
{ }
```

- a) 0
- b) 1
- c) 9
- d) 10
- e) 11

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-  e) 11

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Quiz: Question 28

- Given the following program fragment, what is printed when it gets executed?

- a) nothing
- b) 0
- c) 10
- d) 20
- e) 30

```
int i = 1;
int s = 0;
while (1)
{
    i++;
    if (i >= 10)
        { break; }
    if (i % 2 == 1)
        { continue; }
    s += i;
}
printf("%d", s);
```

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- a) nothing
- b) 0
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while (1)
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}
printf("%d", s);
```

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Quiz: Question 29

- Given the following code fragment, which of the following statements are true?

(Check all that apply!)

- a) Function `f` is declared.
- b) Function `g` calls function `f`
- c) Variable `z` is a local variable of function `g`
- d) Function `g` is declared and defined.
- e) `y` is a parameter of function `g`.

```
double f(int x);
void g(int x, int y)
{
    int z;

    z = f(x) + 2*y;
    return z;
}
```

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```

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Quiz: Question 30

- Given the following program fragment, what is the value of $g(2, f(3, 4))$?

- a) 8
- b) 9
- c) 10
- d) 11
- e) 12

```
int x = 7;

int f(int x, int y)
{
    return x + y;
}

int g(int x, int y)
{
    return f(y, x);
}
```


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Programming Problem

- Task:
 - Write a program that calculates the square root of a positive number entered by the user
- Instructions:
 - Write a main module (file `main.c`) that prompts the user for a value and prints the calculated square root
 - Write a square root module (files `sqrt.c` and `sqrt.h`) which implements a function with the signature `double sqrt(double)`
 - Write a corresponding `Makefile` to compile the program
- Hint:
 - Use a binary search algorithm to calculate the square root (see next page)

Binary Search Algorithm For Square Root

- Approximation Algorithm:
 - Input: positive real number N
 - Output: square root of N
 - Approximate the square root by use of a range $\{L, R\}$, where $L \leq \text{sqrt}(N) \leq R$
 - Start with the range $\{0, N\}$
 - Calculate the middle of the range $M = L + (R-L)/2$
 - If the square root of N lies in the lower half of the range, use $\{L, M\}$ as new range; otherwise use $\{M, R\}$
 - Repeat the bisection until the range is smaller than $1 \cdot 10^{-5}$
 - Output M
- Hint:
 - $L \leq \text{sqrt}(N) \leq R \Leftrightarrow L \cdot L \leq N \leq R \cdot R$