# SUMMER SESSION I 2014 EECS 10 WEEK4 DISCUSSION1

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#### OUTLINE

- Assignment 4 Part1
  - Option 6-8(9) of Menu Driven Calculator for floating point number [50pts]
- Only ONE set of program, script, and txt file for this assignment.

#### ASSIGNMENT 4

- Calculator
  - Deadline : 07/21/2014
- Name your files calculator.c, calculator.txt, and calculator.script
- Make sure your program is free of warning
   Use –Wall option to show all warnings.
- Hints
  - Before you implement your work, review lecture slides about function declaration, function definition, and function call.
  - Read the assignment handout carefully
- Menu driven calculator for floating point number
  - Expend the functionality of the current calculator
  - SquareRoot(20pts), NthRoot, Pi(20pts), Cosine(10pts)
  - Use cos() function from math.h

## MENU DRIVEN CALCULATOR

- Prompt a menu and user can choose the operation
- Operation List





#### MENU DRIVEN CALCULATOR

- Should be aware of the following points:
  - The execution only finishes when the user want to quit
    - Infinite loop, with breaking condition
  - Asking for additional operand if required
    - Ex: user chooses square root  $\rightarrow 2^{nd}$  operand is not needed.
    - Ex: user chooses N-th root  $\rightarrow$  asking for the 2<sup>nd</sup> operand.
  - A function has to be created for the corresponding operation
    - o Ex: /\*function ApproximateTan\*/
      double ApproximateSquareRoot(double x) ;
      double ApproximateNthRoot(double x, int n) ;

Assumption

o input is a positive natural number (ex. 0, 1, 2, 3, 4, ...)

#### Input / Output

- Input: positive natural number
- Output: square root of the input number
- Algorithm
  - Binary search approximation
  - Ex. Square root of 10



Assumption

• input is a positive natural number (ex. 0, 1, 2, 3, 4, ...)

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L=0 M=2.5 M=3.75 R=5

M<sup>2</sup>=6.25M<sup>2</sup>=14.06

Assumption

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#### Input / Output

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- Output: square root of the input number
- Algorithm
  - Binary search approximation
  - Ex. Square root of 10



Assumption

• input is a positive natural number (ex. 0, 1, 2, 3, 4, ...)

#### Input / Output

- Input: positive natural number
- Output: square root of the input number
- Algorithm
  - Binary search approximation
  - Ex. Square root of 10
  - Terminate the binary search when

• D < 0.00001

#### • Pseudo Code

- Start with a range of 0 to N
- As long as the range is not accurate enough, repeat the following steps:
- Compute the middle of the range
- Compare the square of the middle value with N
- If the middle value is less than the square root

Use middle-to-right as the new range

• Otherwise

Use left-to-middle as the new range

- Output the middle of the latest range as result
- What if we want to compute N-th Root?

#### **ASSIGNMENT DISCUSSION**

- Bonus N-th root calculation
   Prompt a message and ask user the value of N
- Briefly describe the control flow for your menu-driven calculator program in txt file
- Name your files calculator.c, calculator.txt and calculator.script.