



SUMMER SESSION I 2014
EECS 10 WEEK4 DISCUSSION2
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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
 - 1. Add
 - 2. Subtract
 - 3. Multiply
 - 4. Divide
 - 5. Absolute
 - 6. Square Root
 - 7. Pi
 - 8. cosine
 - 9. N-th root (Bonus)
 - 10. Quit
- Part 1
- Part 2



APPROXIMATION OF π

- Monte Carlo approximation of π

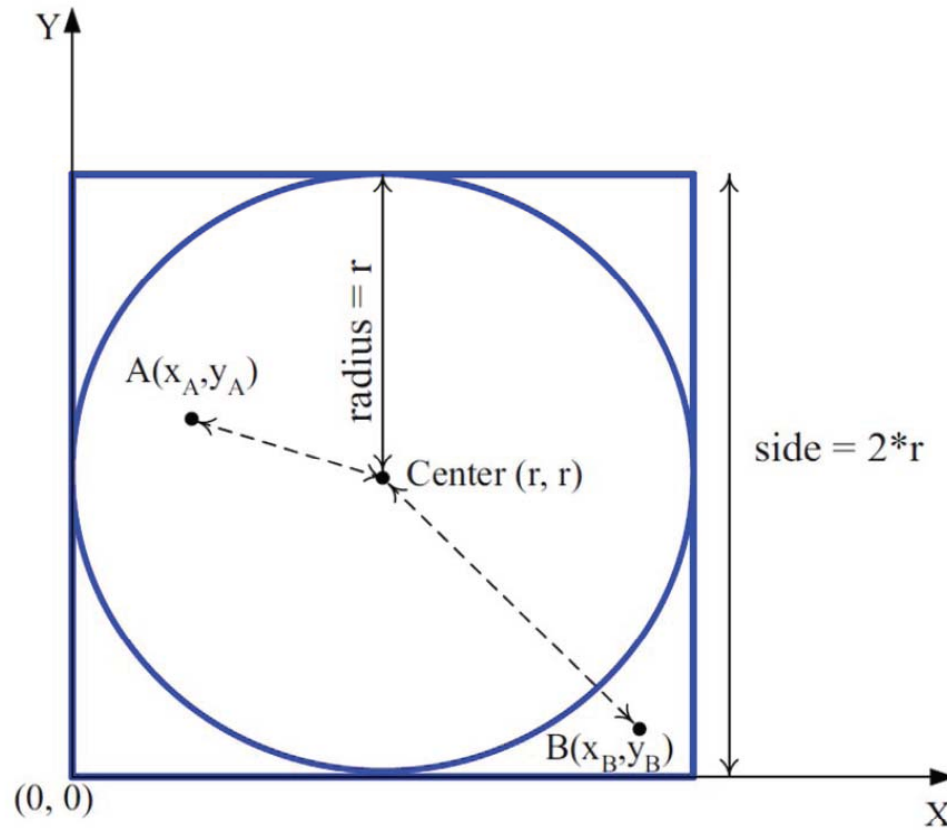


Figure 1: A Circle Circumscribed by a Square



APPROXIMATION OF π

- Monte Carlo approximation of π

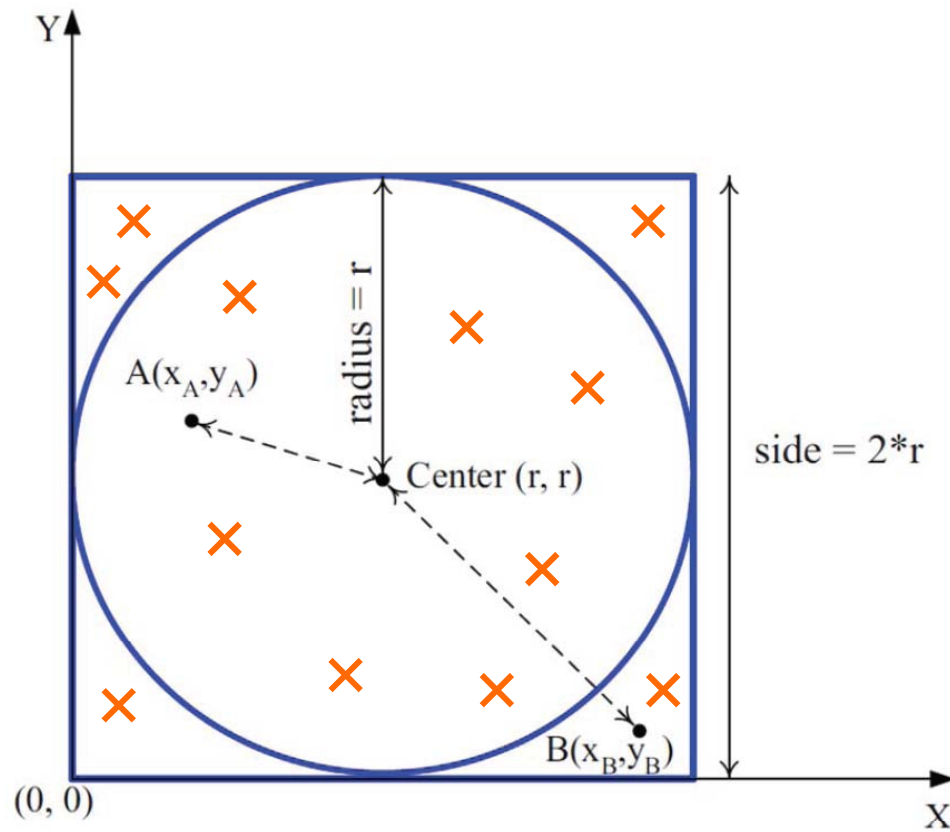


Figure 1: A Circle Circumscribed by a Square



APPROXIMATION OF PI

- Monte Carlo approximation of Pi
 - Number of points hitting circle is proportional to the area of the circle. The same for the square.

$$\begin{aligned} & \frac{\text{number of points hitting circle area}}{\text{number of points hitting square area}} \\ &= \frac{\text{area of circle}}{\text{area of square}} \\ &= \frac{\pi \times r \times r}{4 \times r \times r} = \frac{\pi}{4} \end{aligned}$$

$$\pi = 4 \times \frac{\text{number of points hitting circle area}}{\text{number of points hitting square area}}$$

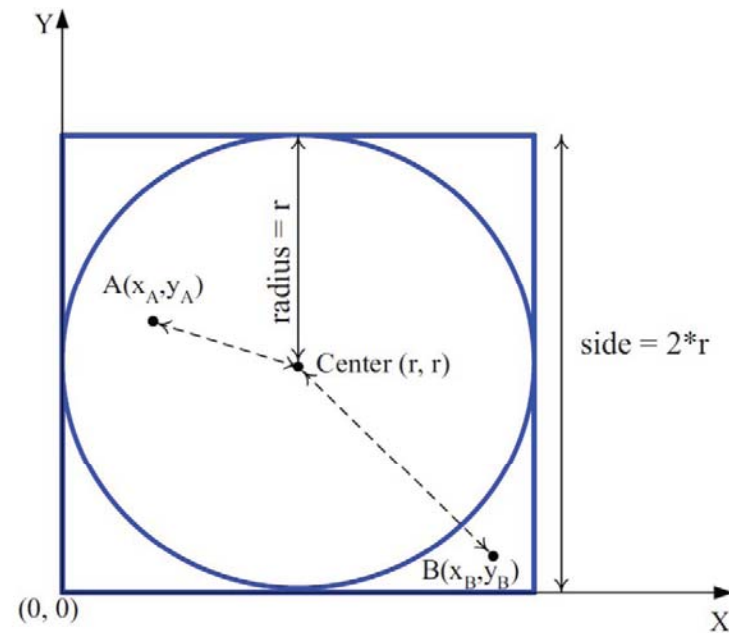
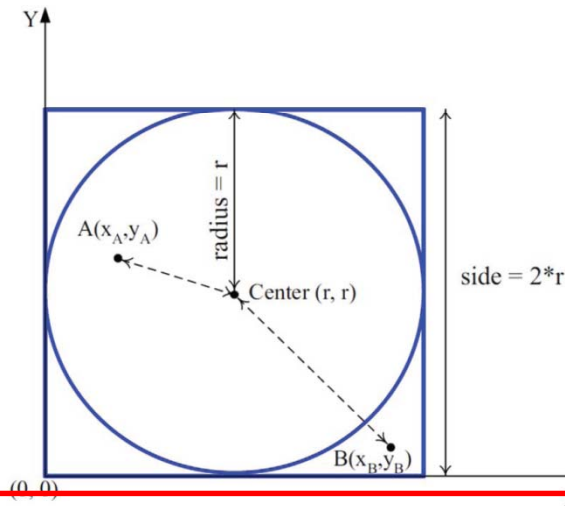


Figure 1: A Circle Circumscribed by a Square



APPROXIMATION OF PI

- How to throw the points randomly ?
and make sure they are in the square ?
 - `srand()`, `rand()`, and `RAND_MAX`
 - For both `x` and `y`
- How to decide if the point is in the circle ?
 - Calculate the distance between `(x, y)` and `(r, r)`



$$Distance(P, Center) = \sqrt{(x - r) \times (x - r) + (y - r) \times (y - r)}$$

