

NAME Solutions Comp name _____

1. (20%) Write a function that computes $f(\phi)$ of an angle by calling 1 of 4 predefined $f(\phi)$ functions depending on the input parameter passed. The functions: $f1(\phi)$ through $f4(\phi)$ are assumed to be given. Each one is assigned over an area specified.

Use $f1(\phi)$ for $0 \leq \phi < \frac{\pi}{2}$

Use $f3(\phi)$ for $\pi \leq \phi < \frac{3\pi}{2}$

Use $f2(\phi)$ for $\frac{\pi}{2} \leq \phi < \pi$

Use $f4(\phi)$ for $\frac{3\pi}{2} \leq \phi < 2\pi$

The function simply needs to see what range the input is in and call the appropriate function. Use a series of "if else" statements to accomplish this.

Example. $f(2)$ returns $f2(2)$ because $\frac{\pi}{2} \leq 2 < \pi$

Assume input is
in $(0, 2\pi)$
range.

double f(double x)

{

if (x < pi/2)

return f1(x);

else if (x < pi)

return f2(x);

else if (x < (3/2) * pi)

return f3(x);

else if (x < 2 * pi)

return f4(x);

else

printf("error %d is > than pi", x);

}

2. (18%) What is the output of the following code segments?

<pre>for (x = 0; x < 2; x = x++) for (y = 0; y < 8; y = y + 3) printf("%d, ", x + y);</pre>	<u>0, 3, 6, 1, 4, 7,</u>
<pre>for (x = 25; x > 10; x = x - 5) printf("%d, ", x);</pre>	<u>25, 20, 15,</u>
<pre>for (x = 1; x < 75; x = x * 5) printf("%d, ", x);</pre>	<u>1, 5, 25,</u>
<pre>x = 10; for (; x < 10; x = x + 13) printf("%d, ", x);</pre>	<u>no output</u>
<pre>for (x = 0; x < 10; x = x + 5) { printf("%d, ", x++); x = x - 3; }</pre>	<u>0, 3, 6, 9</u>
<pre>a = 0; for (b = 10; a < 5 && b > 0; b = b - 3) { printf("%d, %d, ", a, b); a = a + 1; }</pre>	<u>0, 10, 1, 7, 2, 4, 3, 1,</u>

$\frac{x}{0}$	$\frac{y}{0}$	$\frac{x}{25}$	$\frac{x}{1}$	$\frac{x}{10}$	$\frac{x}{0}$	$\frac{a}{0}$	$\frac{b}{10}$
	3	20	5		1	1	7
	6	15	25		1	2	4
	9	10	125		1	3	1
1	0				2	4	
	3				3		
	6				4		
	9						
2							

3. (20%) For each of the following code segments indicate what is the output. Assume the following declarations: `int w = 0, x = 10, y = 20, z = 30;`

<pre> 10 50 if (w + 10 < y + z) printf("True"); else printf("False");</pre>	<u>True</u>
<pre> T if (w == 0 (x + pow(y,k) > z)) printf("True"); else printf("False");</pre>	<u>True</u>
<pre> F F if (w x == y) printf("True"); else printf("False");</pre>	<u>False</u>
<pre> F if (x < 3) printf("x >= 3"); else printf("x < 3");</pre>	<u>x < 3</u>
<pre> 30 F 30 if (y + x > z) if (w > 0) printf("A"); else printf("B"); else 30 30 if (y + x >= z) printf("C"); else printf("D");</pre>	<u>C</u>

4. (22%) What is the output of the following program?

```
int a = 10, b = 20, c = 30, d = 40;
```

```
int bill(int a, int x, int *c)
```

```
{
    int d = 100;

    printf("Bill: a = %d, b = %d, c = %d, d = %d \n", a, b, c, d);
    d = a;
    d = d + b;
    d = d + (*c);
    *c = *c + 3;
    a = 5;
    return *c + d;
}
```

```
void main()
```

```
{
    int a = 50, x = 60;
    c = bill(a, b, &x);
    a = a + 5;
    b = b + 5;
    c = c + 5;
    d = d + 5;
    x = x + 10;
    printf("main: a = %d, b = %d, c = %d, d = %d x = %d \n", a, b, c, d, x);
}
```

$63 + 130 = 193$

20

&main's X

50

file				193 = bill(a, x, *c)				main	
a	b	c	d	a	x	*c	d	a	x
10	20	30	40	50	20	&main's X	100	50	60
	25	193	45	5		X	50	55	63
	3	198					70		73
		4	2	2			130		4

output

Bill: a = 50, b = 20, c = &main's X, d = 100

main: a = 55, b = 25, c = 198, d = 45, x = 73