



Sheet 1 (Revision)

Class Work

Write a program to do the following:

- 1- Reads two numbers from the user and prints their sum.
- 2- Reads three numbers from the user and prints their average.
- 3- Reads two numbers from the user and prints the greater value.
- 4- Reads a number and tests if it is odd or even.
- 5- Reads N numbers from the user and prints their sum.
- 6- Reads a number from the user and prints “*” equals to the given number.

Home Work

- 1- Write a program that reads a number from the user and prints “one” when the number is one digit and prints “more” otherwise.
- 2- Write a program that reads X, Y and Z and print the output of the following equation:

$$W = \frac{X^3 + 3XY + 2Z^2}{X + Y}$$

- 3- Write a program that reads two numbers x, y from user and prints the values of: the absolute difference between them, x to the power of y, and the common divisors of them.
- 4- Write a program that reads numbers from user till the input equals “0” then prints the number of positive values entered by the user.
- 5- Write a program that reads an integer N (positive value) from the user and draws a square having a length and width equals N.

For example: if N = 3, the square is as follows

- 6- It is required to build a wall using 0.02 m² stones, each stone consumes 0.015 grams of cement, and the worker cost is 75 LE and can make 750 stone per day. Write a program that reads the length and width of the wall from the user and calculates the total cost. Assume 1 stone and 1 kg of cement costs 0.4 LE and 3.25 LE respectively.

7- Trace the following code with the values (5, 11)

```
#include<stdio.h>

void main(void)
{
    int x, y, z;
    float w1, w2;

    scanf("%d", &x);
    scanf("%d", &y);

    z = y/x;
    w1 = y/x;
    w2 = (float)y/x;

    printf("XXX===%d \t %f ZZZ ", z, w1);
    printf("%f", w2);
}
```

8- Trace the following code with the values (5, 11)

```
#include<stdio.h>

void main(void)
{
    int i;
    int x, y, z;
    float w, w1, w2;

    scanf("%d", &x);
    scanf("%d", &y);

    for(i=0 ;i<x; i++)
    {
        w1 = y/2.0;
        w2 = y*y;
        w = w1 + w2;
        printf("%f\n", w);
        y--;
        if(y>9)
        {
            printf("High\n");
        }
        else
        {
            printf("Low\n");
        }
    }
}
```