

Announcements

Thursday Extra 4:00 in CS Commons/Science 3821
none this week

Office hours: Tues: canceled;

Mon, Wed/Thurs/Fri: 2:30-4:00

Mentor sessions Sun, Tues. 7-8 (pm) Commons

More Functions with parameters

Questions

More Clicker Questions

Pre-conditions

What is printed by the following program:

```
#include <stdio.h>

void procA (int r, int * s)
{ printf ("procA-1: r: %2d, *s: %2d\n", r, *s);
  r = 12;
  *s = 17;
  printf ("procA-2: r: %2d, *s: %2d\n", r, *s);
}

void procB (int x, int * y)
{ printf ("procB-1: x: %2d, *y: %2d\n", x, *y);
  x = 22;
  *y = 29;
  procA (*y, &x);
  printf ("procB-2: x: %2d, *y: %2d\n", x, *y);
}

int main()
{ int a = 4;
  int b = 8;
  printf ("main-1:  a: %2d, a:  %2d\n", a, b);
  procB(a, &b);
  printf ("main-2:  a: %2d, a:  %2d\n", a, b);
  return 0;
}
```

Consider the program

```
#include <stdio.h>
```

```
double addThreeSides//add 2 sides+bottom of rectangle  
    (double width, double length)
```

```
{  
    double sum = 2.0 * width+ length;  
    return sum;  
}  
int main ()  
{  
    double width = 3.0;  
    double length = 5.0;  
    addThreeSides;  
    printf ("a %.1lf by %.1lf rectangle\n",  
        width, length);  
    printf ("has sum %.1lf\n",  
        sum);  
    return 0;  
}
```

What happens if we try to compile and run the program?

- A. program does not compile or does not run
- B. a 3.0 by 5.0 rectangle has sum ?????
- C. a 3.0 by 5.0 rectangle has sum 11.0
- D. a 3.0 by 5.0 rectangle has sum 13.0
- E. a 5.0 by 3.0 rectangle has sum 13.0

Consider the program

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#include <stdio.h>
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```
double addThreeSides//add 2 sides+bottom of rectangle  
    (double width, double length)
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```
{  
    double sum = 2.0 * width+ length;  
    return sum;  
}  
int main ()  
{  
    double width = 3.0;  
    double length = 5.0;  
    addThreeSides (width, length);  
    printf ("a %.1lf by %.1lf rectangle\n",  
        width, length);  
    printf ("has sum %.1lf\n",  
        sum);  
    return 0;  
}
```

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Consider the program

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#include <stdio.h>
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double addThreeSides //add 2 sides+bottom of rectangle
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```
    (double width, double length)
```

```
{ double sum = 2.0 * width+ length;
```

```
    return sum;
```

```
}
```

```
int main ()
```

```
{
```

```
    double width = 3.0;
```

```
    double length = 5.0;
```

```
    double sum;
```

```
    sum = addThreeSides (width, length);
```

```
    printf ("a %.1lf by %.1lf rectangle\n",
```

```
           width, length);
```

```
    printf ("has sum %.1lf\n",
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           sum);
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    return 0;
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Consider the program

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#include <stdio.h>
```

```
double addThreeSides
```

```
    (double width, double length)
```

```
{
```

```
    double sum = 2.0 * width+ length;
```

```
    return sum;
```

```
}
```

```
int main ()
```

```
{
```

```
    double width = 3.0;
```

```
    double length = 5.0;
```

```
    double sum;
```

```
    sum
```

```
        = addThreeSides (length, width);
```

```
    printf ("a %.1lf by %.1lf rectangle\n",  
           width, length);
```

```
    printf ("has sum %.1lf\n",  
           sum);
```

```
    return 0;
```

```
}
```

What happens if we try to compile and run the program?

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```
/* function to compute the larger  
   root for  $ax^2 + bx + c = 0$  */  
double findRoot (double a, double b, double c)  
{  
    double disc =  $b*b - 4*a*c$ ;  
    return  $(-b + \text{sqrt}(\text{disc})) / (2 * a)$ ;  
}
```

What pre-conditions should be stated for this function?

- A. both $b*b - 4*a*c \geq 0$ and a, b, and c are doubles
- B. only $b*b - 4*a*c \geq 0$
- C. only a, b, and c are doubles
- D. no pre-conditions need to be stated
- E. I'm not sure how to subtract "conditions" from "pre"