

Programing Languages 1

Exam 1

2015. spring

I accept the rules and regulations of the university and the class. At the beginning of the semester I was informed about the criteria to pass (provided in written form on the homepage of the class).

Without signature this exam can not be graded, and counted in to the final grade.

signature

name

1. Write a C program that reads in an integer number from the keyboard and prints out the corresponding day in a week. (See below)
(IN THIS PROGRAM YOU **MUST NOT** USE THE “**IF**” STATEMENT)
 - If the number is 1, print: 'Monday'
 - If the number is 2, print: “Tuesday”
 - ...
 - If the number is 7, print: “Sunday” (3p)
 - In the rest of the cases print out: “No such day in a week”. (2p)

Example run:

Give a number please... 4
Thursday

2. Write a C program that reads in integer numbers from the keyboard until 0. (1p)
After the user enters 0 make the program print out how many positive numbers it got (2p) Write your own logical function (int function returning 0 or 1) to decide whether a number is positive or negative and use it in the program. (3p)
Do not count in 0 when counting the positive numbers.

Example run:

Give a number please... 2
Give a number please... -7
Give a number please... -5
Give a number please... -8
Give a number please... 9
Give a number please... 0
Number of positive numbers: 2

3. Write a C program, that reads in 30 integer numbers (1p) and first prints the sum of the even numbers (1p) and then the sum of the odd numbers (1p). Use a function to decide whether a number is even or odd (2p). When you read in the numbers print out exactly the same string that is shown below. Pay attention to start counting from 1. (2p)

Example run:

The 1. number is: 5
The 2. number is: 91
...
The 30. number is: 13
Even sum: 1324
Odd sum: 1657

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4. Create a C program, that reads in 20 integer numbers and after, it prints out the numbers that are less than 20 in reversed order (4p). Put all numbers into the same line separated by spaces (2p)

Example run:

```

Give a number please... 5
Give a number please... 9
Give a number please... 11
Give a number please... 34
Give a number please... 2
Give a number please... 54
Give a number please... 23
Give a number please... 6
Give a number please... 10
Give a number please... 3
Give a number please... 4
Give a number please... 65
Give a number please... 7
Give a number please... 98
Give a number please... 3
Give a number please... 44
Give a number please... 76
Give a number please... 8
Less than 20: 8 3 7 4 3 10 6 2 11 9 5
    
```

5. Create a C program that reads two strings from the keyboard. The strings only contain letters of the English alphabet. They are 49 characters long at max.(2p) Make the program print out the first string using but replace all 'e' characters in it with the character '3'. Than print the second string reversed. (4p)

Example run:

```

Give a string please... remake
Give a string please... papaya
r3mak3
ayapap
    
```

