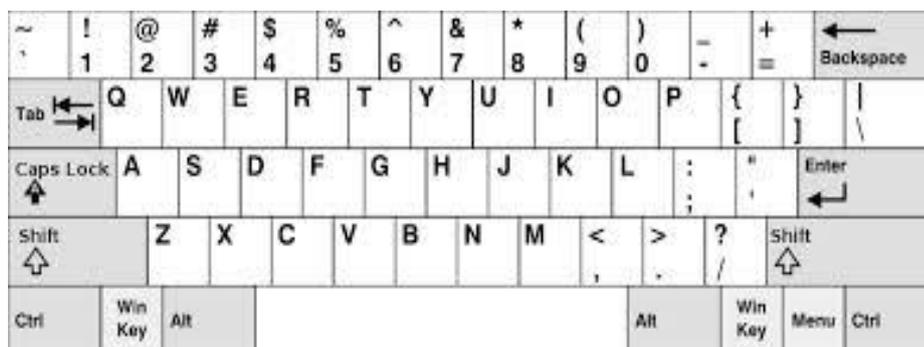# Programming Languages 1
Lesson 3

Exercises:

1. Write a C program that reads an integer number from the keyboard and prints out if it is odd or even.
   1. Learn the use of the % operator.
   2. Find out how you can decide whether a number is odd or even.
   3. Write the program.

2. Write a C program that reads in 10 integer numbers from the keyboard. <u>After</u> this print back all the prime numbers read.
   1. Learn how to decide if a number is prime or not.
   2. Array or one variable?
   3. Write the program.

3. Modify the program written in exercise 2 so that the program decides if a number is prime in a function.
   1. Learn how to write a function in C (Hint: Look at the `main()` function.)
   2. Move the prime test code to the function.

4. Write a C program that reads an integer number from the keyboard, and prints out all the prime numbers till that number (including it if it is a prime).
   1. Reuse the previous code
   2. Do not forget to test the limiting cases

5. **Homework**: Write a C program that determines the absolute value of a number read from keyboard and prints the result. The program must use your own function in form `float absval(float n)`.

English keyboard layout