Math 211 Midterm March 23, 2001 Professor L. Taylor

Name:

1. Suppose we have some function whose code begins with the following declarations and initializations.

int ix=1, iy=2; int *ip=&ix;

1. If the next line reads
 *ip=iy;
 what values do both ix and iy have?

ix = 2 iy = 2

2. If instead of 1. the next line reads iy=*ip; what values do both ix and iy have?

ix = 1 iy = 1

- 3. If instead of 1. or 2. the next line reads iy=(*ip)++; what values do both ix and iy have?
 - ix = 2 iy = 1
- 4. If instead of 1., 2. or 3. the next line reads iy=++(*ip); what values do both ix and iy have?
 - ix = 2 iy = 2
- 2. A standard C idiom for reading standard input is
 while((c=getchar())!=EOF) {
 Some Code
 }

Rewrite this as a for loop.

```
for( c=getchar(); c!=EOF; c=getchar()){
   Some Code
  }
```

3. After the following declarations and code, what are the values of each of the variables? Be careful!

```
float a, b;
short i, j;
i=2; j=3;j+=i;
a*=j;
b=i; b-=j;
b+=0.03;
```

At the end of the first line after the declarations, i=2 and j=5;

The second line after the declarations results in an undefined value being in a. It is 5 times the value that had been in a, but since that was undefined, so is the new value. The second third after the declarations puts a 2.0 in b and then subtracts 5 from it, so the value then is b=-3.0;.

The last line adds 0.03 to b and then buts the answer back in b so b=-2.97;.

4. Write a function Fact which returns a long integer; takes a long integer as a variable and *recursively* computes the factorial function. You may assume that the function has been *declared* elsewhere. So Fact(4) should return the number 24 which is 4! and Fact(5) should return the number 120, etc. Remember that 0!=1.

The factorial of a negative number is undefined but we must return something even when we have a negative number input, so let your function return the negative number that was entered and print NO error message of any kind.

```
long Fact(long LL) {
if(LL<0) {return(LL); }
else if(LL==0) {return(1); }
else {return(LL*Fact(LL-1)); }
}</pre>
```