EE 1910

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Homework 11

1 – Provide the final values after executing the following code snippits   30pts

```
x =1;  y = 5;  z = 1;
switch(x){
   case 0:  x = 4;
            y = 3;
   case 1:  x = 3;
   default:  y = 5;
            z = 2;
}
```

x: 1 -> 3
y: 3 -> 5
z: 2

x	y	z
3	5	2

```
x =4;  y = 3;  z = 1;
switch(x){
   case 0:  x = 4;
            y = 3;
            break;
   case 1:  x = 3;
            break;
   default:  y = 5;
            z = 2;
            break;
}
```

y: 3 ->5
x: 4
z: 1 -> 2

x	y	z
4	5	2

```
x =0;  y = 3;  z = 1;
switch(x){
   case 0:  x = 4;
            y = 2;
   case 1:  x = 3;
            z = 7;
            break;
   default:  y = 5;
            z = 2;
}
```

x: 0 -> 4 -> 3
y: 3 -> 2
z: 1 -> 7

x	y	z
3	2	7

2 – Provide the values printed after executing the following code for each set of inputs. 35pts ea

```c
#include <stdio.h>

int fun1(int* foo, int* boo);
int fun2(int foo, int* boo);

int main(void){
    setbuf(stdout, NULL);  // disable buffering

    int x, y, z, a, b, c;

    printf("enter x,y,z a,b,c");
    scanf("%i %i %i %i %i %i", &x, &y, &z, &a, &b, &c);

    z = fun1(&x,&y);        // 2
    b = fun2(c,&a);         // 33

    printf("x=%i, y=%i, z=%i, a=%i, b=%i, c=%i", x, y, z, a, b, c);
    return 0;
}

                    "x"        "y"
int fun1(int* foo, int* boo ){
    int soo;
    switch(*boo){           2
    case 1: *foo = 7;
        *boo = 9;
        soo = 3;
    case 3: *foo = 5;
        soo = *foo + *boo;
        break;
```

```c
    case 5: soo = 7;
        break;
    case 7: soo = *foo;
        break;
    default: soo = *boo;        2
    }
    return soo;  2
}

                6        "a"
int fun2(int foo, int* boo){
    int zoo;
    if(foo > 8){            6
        zoo = *boo;
        foo = 22;
    }
    else if(!(foo % 2)){    1
        foo = 33;
        *boo = foo;    "a" = 33
        zoo = *boo;    33
    }
    else{
        foo = 44;
        zoo = *boo;
        *boo = foo;
    }
    return *boo;  33
}
```

Input

x	y	z	a	b	c
1	2	3	4	5	6

x	y	z	a	b	c
1	2	2	33	33	6

Input

x	y	z	a	b	c
2	3	4	5	6	7

x	y	z	a	b	c

3 – Provide the values printed after executing the following code for each set of inputs. 35pts ea

```c
#include <stdio.h>

int fun1(int* foo, int* boo);
int fun2(int foo, int* boo);

int main(void){
    setbuf(stdout, NULL);  // disable buffering

    int x, y, z, a, b, c;

    printf("enter x,y,z a,b,c");
    scanf("%i %i %i %i %i %i", &x, &y, &z, &a, &b, &c);
```
8   `z = fun1(&x,&y);`
44 `b = fun2(c,&a);`
```c
    printf("x=%i, y=%i, z=%i, a=%i, b=%i, c=%i", x, y, z, a, b, c);
    return 0;
}
```
         "x"   "y"
```c
int fun1(int* foo, int* boo ){
    int soo;
    switch(*boo){       3
    case 1: *foo = 7;
        *boo = 9;
        soo = 3;
    case 3: *foo = 5;       "x" = 5
        soo = *foo + *boo;  5 + 3
        break;
```

```c
    case 5: soo = 7;
        break;
    case 7: soo = *foo;
        break;
    default: soo = *boo;
    }
    return soo;   8
}
```
           7   "a"
```c
int fun2(int foo, int* boo){
    int zoo;
    if(foo > 8){       7
        zoo = *boo;
        foo = 22;
    }
    else if(!(foo % 2)){   0
        foo = 33;
        *boo = foo;
        zoo = *boo;
    }
    else{
        foo = 44;
        zoo = *boo;  5
        *boo = foo;   "a" = 44
    }
    return *boo;   44
}
```

Input

x	y	z	a	b	c
1	2	3	4	5	6

x	y	z	a	b	c

Input

x	y	z	a	b	c
2	3	4	5	6	7

x	y	z	a	b	c
5	3	8	44	44	7