HW 18

switch

Name: _____ Time spent: _____min

1) Provide the values after executing the following code snippits - each snippit is evaluated independently   30 pts

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

x   y   z


```
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;
}
```

x   y   z


```
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   y   z

2) Provide the values printed after executing the following code for each set of inputs. 70 pts

```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);
    b = fun2(c,&a);

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

int fun1(int* foo, int* boo ){
    int soo;
    switch(*boo){
    case 1: *foo = 7;
        *boo = 9;
        soo = 3;
    case 3: *foo = 5;
        soo = *foo + *boo;
        break;
    case 5: soo = 7;
        break;
    case 7: soo = *foo;
        break;
    default: soo = *boo;
    }
    return soo;
}

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

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