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Lab 7

6 Program 4.1

Line 13& 15 is decimal number with data type double.

Program 4.2

Line 13 is letter, A-Z or a-z with data type char.

Line 15 is digit ,0-9 with data type char.

9 a function with argument but no return value

function with argument and return value

getAnInteger, calculateAverage, displayAverage

b int getAnInteger (void)

* To get the unput from the user and return to the main function.

float calculateAverage (int x, int y, int z)

* To calculate the average of three input number and return to the main function.

void displayAverage (float avg)

* Display the average of input number to user.

c num1 = getAnInteger();

num2 = getAnInteger();

num3 = getAnInteger();

average = calculateAverage(num1,num2,num3);

displayAverage(average);

d i. function header

ii. function call

iii. function call

iv. function header

e line 26-38

f line 7-13,line 15-18, line 20-24

13 else if (score >= 70)

grade = ‘B’;

B will return to function call, the caller will output the letter grade.

1. else if (score >= 70)

return 3.0;

1. 1 which is true, the caller will output the statements which is “Congratulation...! You are execellent.”.

char getGrade(int score)

{

char grade;

if(score >= 80)

return 'A';

else if (score >= 70)

return 'B';

else if (score >= 60)

return 'C';

else if (score >= 50)

return 'D';

else

return 'E';

}



float calculatePoint(int score)

{

if(score >= 80)

point = 4.0;

else if (score >= 70)

point = 3.0;

else if (score >= 60)

point = 2.0;

else if (score >= 50)

point = 1.0;

else

point = 0.0;

return point;

}