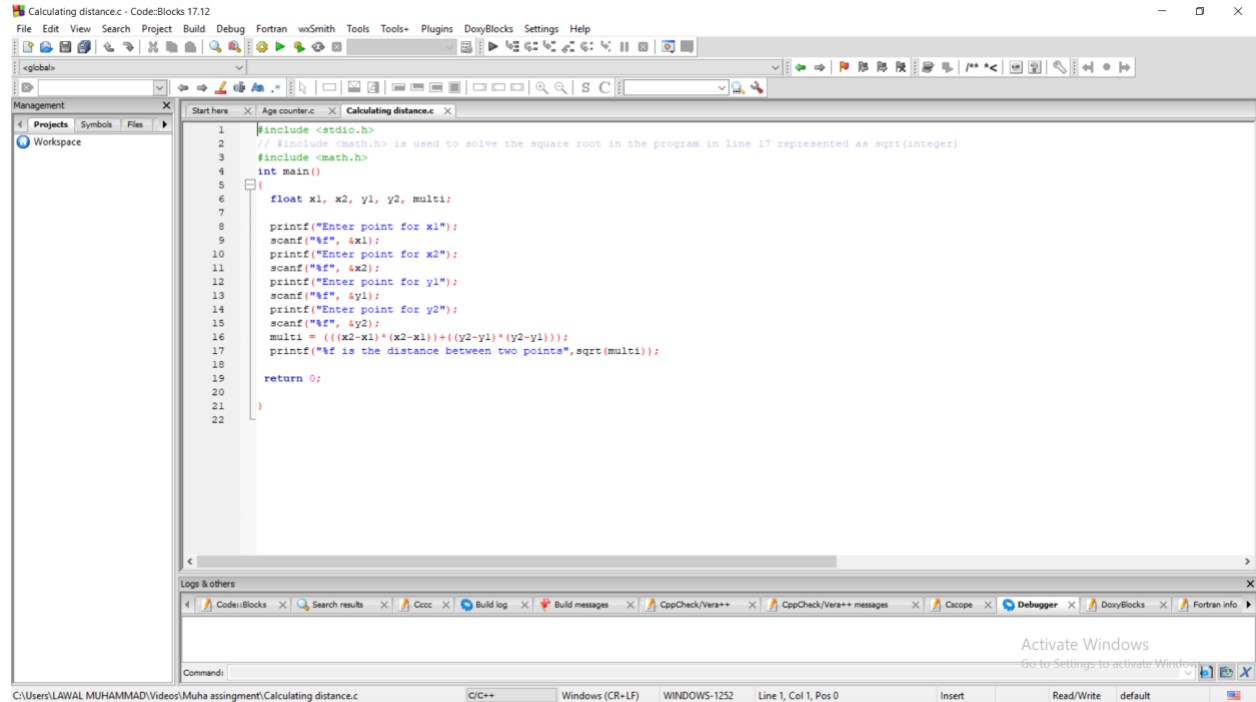


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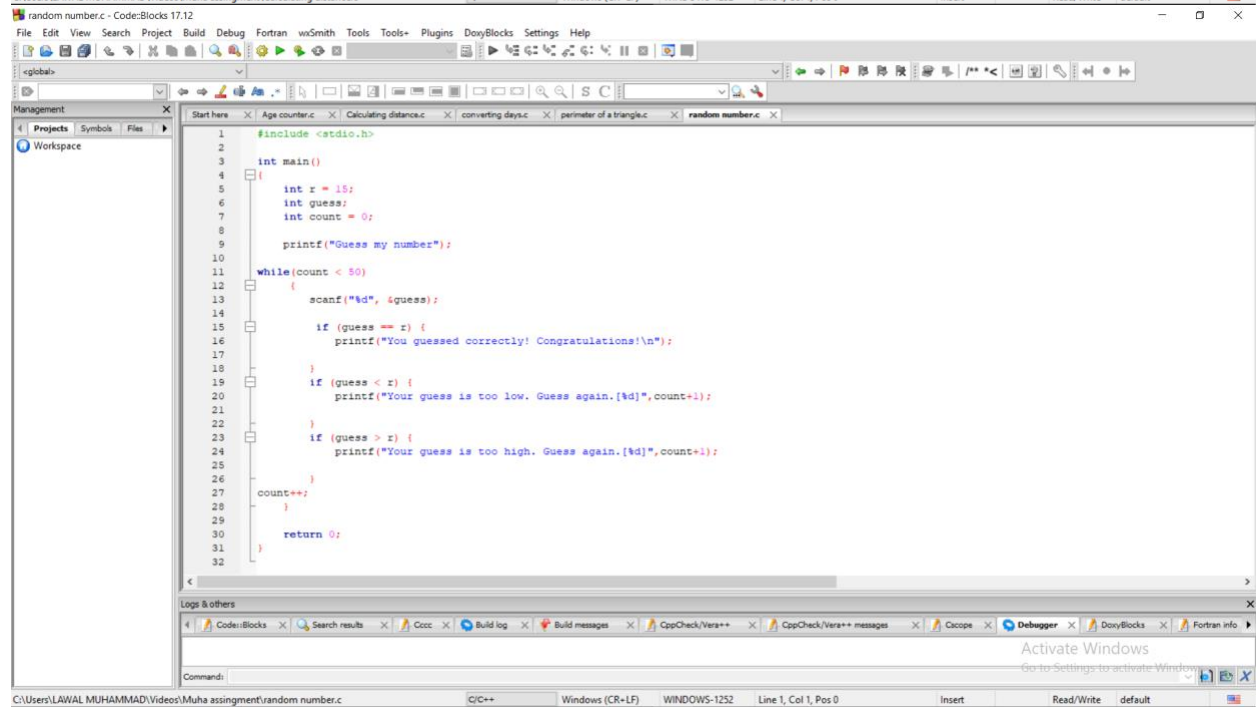
18/eng03/040s



Calculating distance.c - Code::Blocks 17.12

```
1 #include <stdio.h>
2 // #include <math.h> is used to solve the square root in the program in line 17 represented as sqrt(integer)
3 #include <math.h>
4 int main()
5 {
6     float x1, x2, y1, y2, multi;
7
8     printf("Enter point for x1");
9     scanf("%f", &x1);
10    printf("Enter point for x2");
11    scanf("%f", &x2);
12    printf("Enter point for y1");
13    scanf("%f", &y1);
14    printf("Enter point for y2");
15    scanf("%f", &y2);
16    multi = ((x2-x1)*(x2-x1))+((y2-y1)*(y2-y1));
17    printf("%f is the distance between two points",sqrt(multi));
18
19    return 0;
20 }
21
22
```

Windows (CR+LF) WINDOWS-1252 Line 1, Col 1, Pos 0



random number.c - Code::Blocks 17.12

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int z = 15;
6     int guess;
7     int count = 0;
8
9     printf("Guess my number");
10
11    while(count < 50)
12    {
13        scanf("%d", &guess);
14
15        if (guess == z) {
16            printf("You guessed correctly! Congratulations!\n");
17        }
18        if (guess < z) {
19            printf("Your guess is too low. Guess again. [%d]", count+1);
20        }
21        if (guess > z) {
22            printf("Your guess is too high. Guess again. [%d]", count+1);
23        }
24        count++;
25    }
26
27    return 0;
28 }
29
30
31
32
```

Windows (CR+LF) WINDOWS-1252 Line 1, Col 1, Pos 0

Nnachetta kenechukwu

Civil engr.

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The screenshot shows the Code::Blocks IDE interface. The main editor window displays a C++ program for calculating the perimeter of a triangle. The code is as follows:

```
1 #include <stdio.h>
2
3 int main()
4 {
5     int hyp, opp, adj, perimeter;
6     printf("Enter first value");
7     scanf("%d", &hyp);
8     printf("Enter second value");
9     scanf("%d", &opp);
10    printf("Enter third value");
11    scanf("%d", &adj);
12
13    perimeter = hyp + opp + adj;
14    printf("Perimeter of a triangle: %d", perimeter);
15
16
17    return 0;
18 }
19
20
```

The IDE interface includes a menu bar (File, Edit, View, Search, Project, Build, Debug, Fortran, woSmith, Tools, Plugins, DoryBlocks, Settings, Help), a toolbar, a workspace area, and a status bar at the bottom showing the file path: C:\Users\LAWAL MUHAMMAD\Videos\Muha assingment\perimeter of a triangle.c. The status bar also indicates the current line, column, and position: Line 1, Col 1, Pos 0.

This is a duplicate of the screenshot above, showing the same Code::Blocks IDE interface with the C++ program for calculating the perimeter of a triangle. The code and IDE layout are identical to the first screenshot.

Nnachetta kenechukwu

Civil engr.

18/eng03/040s

The screenshot shows the Code::Blocks IDE interface. The main window displays a C program named 'converting days.c'. The code is as follows:

```
1 #include <stdio.h>
2 int main()
3 {
4     int days, year, week, leapyear;
5     printf("Enter number of days:");
6     scanf("%d", &days);
7
8     year = days/365;
9     week = (days % 365)/7;
10    days = days - ((year*365) + (week*7));
11    leapyear = (year % 4 & year % 100 & year % 400);
12
13    printf("Years: %d\n", year);
14    printf("Weeks: %d\n", week);
15    printf("Days: %d\n", days);
16    printf("Leap year: %d\n", leapyear);
17
18    return 0;
19 }
20
```

The IDE interface includes a menu bar (File, Edit, View, Search, Project, Build, Debug, Fortran, waSmith, Tools, Plugins, DoryBlocks, Settings, Help), a toolbar, a workspace area on the left, and a status bar at the bottom showing the current file path, compiler, and window state.