

## Scientific Computing 1 2nd Homework

**Handout:** 10/18/2016

**Return:** 11/04/2016

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*“When reading the code in about six months and asking yourself: who wrote this crap?  
The answer should not be: YOU!”*

Basically that means:

- Try to always use meaningful names for functions, variables, ...
- Write documentation wherever necessary.
- Use indentation to increase readability of the code.
- Add a short statement describing its purpose and basic behavior to each function.
- ...

**Changes:** Remove the old Exercise 8

### Exercise 1: (4 Points)

Implement Euclid’s algorithm to compute the greatest common divisor of two integers as a C function. Derive a second function which computes the least common multiple of two given integers. Demonstrate the usage of both functions in a small program.

### Exercise 2: (4 Points)

Write a C program which computes the prime factorization of a positive integer. The integer is read from the standard input and the result is printed on the screen. If a factor occurs more than one time write it as a power. For example, the program should work like:

```
Insert a positive number: 92
The prime factorization of 92 is:
2^2 * 23^1
```

### Exercise 3: (5 Points)

Write a C function which computes the value of the exponential function  $y = \exp x$  by using the infinite sum

$$\exp(x) = \sum_{n=0}^{\infty} \frac{x^n}{n!}.$$

The summation should stop if either a previously given maximum number of summands have been added or the difference between two successive summands is below a given tolerance  $\tau$ . Think of an efficient evaluation of the summands. Point out problems that can occur in your implementation.

**Exercise 4:** **(5 Points)**

Design a data structure which represents a point in  $\mathbb{R}^3$ . On top of this structure develop the following functions:

- a.) A function which reads three floating point numbers from the standard input (as  $(x, y, z)$  coordinates of the point) and return them as an instance of the previously defined structure via `return`.
- b.) A function which reads three floating point numbers from the standard input (as  $(x, y, z)$  coordinates of the point) and passes the values back via a pointer in the parameter list. The return value of the function should be `void`.
- c.) A function which has two points as input parameters and returns their euclidean distance.

Demonstrate all function in a small C program.

Explain the difference between how the structure is handled in Function a.) and Function b.).

**Exercise 5:** **(3 Points)**

Write a C program which reads a positive floating point number from the standard input and rounds it correctly to the nearest integer. Hint: A typecast to `int` simply truncates the decimal places.

**Exercise 6:** **(6 Points)**

Write a C program which analyzes some measured data. The program should behave as follows:

- The user should enter the total number of measurements.
- The program asks the user for every single measured value.
- The minimum, the maximum and the average of all values are determined and printed to the screen.

We assume that the measured values are floating point numbers.

*Hint: The number of values is not known during the development or compile time.*

**Exercise 7:** **(5 Points)**

We consider an array `int *f` of  $n$  integers. Write a program which reads the array from a file containing one integer per line. The first entry is the total number of integers to read.

Analyze the array and determine the two indices  $i, j \in \{0, n - 1\}, i \leq j$  such that

$$S_{ij} := \sum_{k=i}^j f[k]$$

is maximized. Think about an efficient solution.

Example data sets are available on the lectures website.

**Example:** Consider the following array of length 10:

Index	0	1	2	3	4	5	6	7	8	9
Value	-1	3	4	-2	5	1	-9	4	2	-2

Then the maximum of  $S_{ij}$  is  $S_{15} = 11$  beginning at  $i = 1$  and ending at  $j = 5$ .

**Exercise 8:**

**(4 Points)**

Makefiles support the developer to build large projects easily. Write a Makefile which has a target for each source code of the homework. By calling `make all` all programs should be compiled and also calling `make clean` should clean up all binary files created by the make process.

**Overall Points: 36**