

Lab Three

ID1063: Introduction to Programming

1. Read each of the following C files, run them, and then make the changes mentioned in the comments:
 - (a) logical-AND-teenager-example.c
 - (b) logical-NOT-triangle-example.c
 - (c) logical-OR-triangle-example.c
2. Accept 3 integers as input from the user, and print the smallest of them.
3. Write a program to accept three floating point numbers a,b,c and check if the equation $ax^2 + bx + c = 0$ has (i) both roots real, (ii) both roots imaginary, or (iii) repeated roots. **Optional:** Print the roots by including math.h and calling the sqrt function.
4. (a) Print a question with four choices and ask the user for the correct choice. Print a message that they were correct or wrong, as the case may be.

(b) (Optional) Add more questions to create a quiz game. Keep score of the number of correct answers that the user gets, and print it at the end.
5. (*Optional:*) Create a variable of any type and print its address.

[Hints: The format specifier for addresses is %p; in which statement have you seen the address of a variable being used?]