

UNIVERSITI SAINS MALAYSIA

First Semester Examination
Academic Session 1999/2000

September 1999

CSI502 - Problem Solving and Programming

Duration : [3 hours]

INSTRUCTION TO CANDIDATE:

- Please ensure that this examination paper contains **FOUR** questions in **NINE** printed pages before you start the examination.
 - Answer **ALL** questions.
 - This is an 'Open Book' examination.
 - You are allowed to bring in any references into the examination hall.
 - You can choose to answer either in Bahasa Malaysia or English.
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ENGLISH VERSION OF THE QUESTION PAPER

1. (a) Explain in your own words, why high cohesion is important in program design. You may use appropriate example(s) to support your explanation. [20/100]
- (b) (i) An algorithm is required to read a series of exam marks (one at a time) and prints as either pass (mark ≥ 50) or fail (mark < 50). The series will end with a negative value. Write your solution in a flow-chart form. [15/100]
- (ii) Now suppose a new grade point (GP) system is introduced with the following conversion rules:

Mark	GP
80 - 100	4.00
70 - 79	3.67
64 - 69	3.33
58 - 63	3.00
52 - 57	2.67
46 - 51	2.33
40 - 45	2.00
36 - 39	1.67
32 - 35	1.33
28 - 31	1.00
25 - 27	0.67
0 - 24	0.00

Modify your algorithm above to incorporate this new requirement. For each valid mark entered by the user the system has to do the following:

- accumulate the mark in each category,
- increment the counter in each category

When a user enters a negative value, the system terminates and prints the following outputs:

- average mark in each category, and
- total number of students in each category
- GP for each category

For this question, answer in pseudocode form.

[25/100]

- (c) A C program contains the following declarations and initial assignments:

```
int i = 13, j = 9;
char c = 'c', d = 'd';
float x = 0.5, y = -10;
```

Determine the output of each the following C statements. Used the values initially assigned to the variables for each statement.

- (i) `printf("%d", 3 * i - 2 * j % 2 * d - c);`
- (ii) `printf("%d", 2 * ((i/5) + (4 * (j - 3)) % (i + j - 2)));`
- (iii) `printf("%d", (j > 9) ? i : j ? j : 0);`
- (iv) `printf("%c", (c < d) ? c + 2 : d);`
- (v) `printf("%d", x + y);`

[25/100]

- (d) Illustrate the usage of preprocessor #define through example. Explain why you should use it in a C program.

[15/100]

2. (a) Study the codes below carefully. What will be printed when the following codes are executed?

```
int i, j, x=0;

for(i=4; i >= 0; i--)
    for(j=0; j < i; ++j) {
        x += i + j - 1;
        printf("%d ", x);
    }
printf("\nFinal value of x is %d\n", x);
```

[20/100]

- (b) (i) Rewrite the conditional expression below to **if-else** statement.

$$\text{result} = (a > b) ? 1 : (a < b) ? -1 : 0$$

- (ii) Do the following conditional expression produce the same result as the one in part 2 (b)(i) above? Justify your answer.

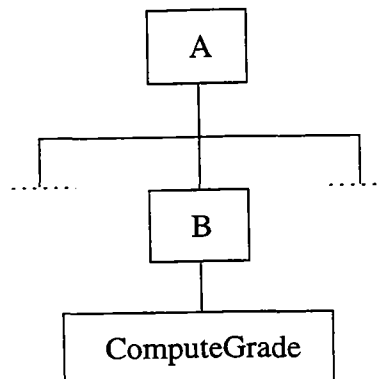
$$\text{result} = (a < b) ? -1 : (a > b)$$

[20/100]

- (c) Your task is to test a function `ComputeGrade` which computes the exam grade (A-D) corresponding to a given mark (in the range 0 to 100 inclusive). Marks of 70 or more awarded A, from 50 to 69 inclusive a B, from 30 to 49 inclusive a C, and below 30 a D. The function specification is as follows:

Name:	<code>ComputeGrade</code>
Parameter:	
IN	Mark The raw mark (an integer)
OUT	Grade The corresponding grade (a character)
OUT	OK Set to true if the mark is valid (an integer)
Description:	If Mark is valid, OK return true and Grade returns the grade corresponding to Mark. If the Mark is not valid, OK returns false and Grade is undefined.
Calling Modules:	B

The structure chart that shows the design of the entire program is given below:



- (i) Suppose a bottom up testing approach is chosen, write a 'driver' to test function `ComputeGrade` i.e. module B.
- (ii) Identify a few test cases and hence a set of test data to test the function `ComputeGrade`. Prepare the test plan in the table format which include the test data, purpose (test cases) and the expected results.

[35/100]

- (d) The program below calls a function named **mystery**:

```
#include <stdio.h>

/* function prototype */
...?...

main()
{
    int num;

    printf("Enter a number : ");
    scanf("%d",&num);

    /* function call */
    ...?...

    printf("num is %d\n",num);
}

int mystery(int n)
{
    int s, x = 0;

    for(s=1; s <= n; s++)
        x += s * s;
    return s;
}
```

Answer the following questions:

- (i) Write the function prototype of **mystery** in the above program.
- (ii) Write the function call for **mystery** in the above program.
- (iii) If **num** is entered a value of 3 at **scanf()**, what is the output of the program?
- (iv) Suggest a meaningful (better) name for the function **mystery** that explain its purpose.

[25/100]

3. (a) Consider the following function code:

```
int func(int n)
{
    if (n == 0)
        return 0;
    else
        return 1 + func(n/10);
}
```

- (i) What do you think is the purpose of function **func**?
- (ii) Rewrite the recursive function **func** to its iterative version.

[20/100]

...6/-

- (b) (i) Declare a two dimensional array called **m**, and initialise its elements to the following values:

```

2 3 0 0
0 0 0 0
4 5 0 0
0 0 6 7

```

- (ii) Write a function which when invoked by the statement **transpose (m,n)**, will interchange the first **n** rows and columns of the two dimensional array **m**. For example, if **n = 3** and

$$\text{initially } m = \begin{bmatrix} 2 & 3 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 4 & 5 & 0 & 0 \\ 0 & 0 & 6 & 7 \end{bmatrix} \text{ then finally } m = \begin{bmatrix} 2 & 0 & 4 & 0 \\ 3 & 0 & 5 & 0 \\ 0 & 0 & 0 & 6 \\ 0 & 0 & 0 & 7 \end{bmatrix}$$

[25/100]

- (c) The function below employed a linear search method which search for the value **key** that matches the element of array **x**. If a match is found, an index of the matching element is returned, otherwise a -1 value is returned instead.

```

int linearSearch(int x[], int key, int size)
{
    int i;

    for(i=0; i < size; i++)
        if (key == x[i])
            return i;
    return -1;
}

```

- (i) Explain why this method of searching is inefficient for a large array?
- (ii) Modify the function above so that it will return the index of an array **x** where the last match is found, or return -1 if no match is found.

[25/100]

(d) Read the following program specification carefully.

You're required to write a fully working C program that will do the following:

- Call a function named **GetHours()**. This function should allow you to input a value into a local variable called **H**. The value of **H** is then returned and assigned to the variable **Hours** of **main()**. Validate user input before returning result to the caller function.
- Call a function named **GetRate()**. This function should allow you to input a value into a local variable called **R**. The value of **R** is then returned (after validation) and assigned to the variable **Rate** of **main()**.
- Call a function named **CalcWage()** by passing in the value of **Hour** and **Rate**. The function should use two formal parameters called **Hr** and **Rt**, to calculate the wage earned by using the formula **Hr * Rt**. This calculated value is then returned and assigned to the variable **Wages** which is defined in **main()**.
- Call a function named **CalcScale()** by passing in the value of **Wage**. **CalcScale** should use a formal parameter named **Wg** to store this value. It then determines and returns the appropriate tax scale character, based on the information found in the following table:

Wg	Tax Scale character
above 3000	'A'
1500 - 2999	'B'
below 1500	'C'

Refer to the following program skeleton to help you in writing your program:

```
main()
{
    int Hours;
    float Rate, Wage;
    char TaxScale;

    ... = GetHours();
    ... = GetRate();
    ... = CalcWage(..., ...);
    TaxScale = CalcScale(...);
    printf("Wage earned is %...?...");
    printf("Tax Scale is %...?...");
}
```

[30/100]

4. (a) Based on the following description, define using **struct** keyword the structure of book and borrower.

"A library maintains two important entities, book and borrower. A record of a book consists of the following data, the author, the publisher, call number, year of publication, edition, and its status (reserved, borrowed, available). A record of a borrower on the other hand consists of the following data, the borrower name, borrower matric number, department, and telephone number. In addition, a borrower is classified into two main groups, staff and student. For the staff group, a member is either academic or non-academic, and for the student a member is either postgraduate student or undergraduate student. In each of the categories, allowable borrowing period is to be maintained."

[25/100]

- (b) Given the following structures definition:

```

struct forwarder {
    int forwarder_id;
    char address[30];
    char contact_person[20];
};

struct shipment {
    int agent_id;
    int good_code;
    char destination[50];
    struct forwarder fd;
};

```

- (i) Declare a normal variable called **agentA** of type **struct shipment** and a pointer variable called **agentPtr** of type **struct forwarder**.
- (ii) Use function **malloc** to allocate storage for structure **forwarder**, and assign the result of allocation i.e. the base address of newly created block of memory to variable **agentPtr**.
- (iii) Assign the following values to the member of struct **forwarder** referred to by variable **agentPtr**.

```

forwarder_id <-- 12345
address <-- "Port Klang (West)"
contact_person <-- "Mr. Bean"

```

[25/100]

- (c) The file **RAIN.DAT** holds up to twenty years of monthly rainfall figures of Peninsular Malaysia, as follow:

```

12 8 14 28 43 .... 23 10 {Jan, Feb, Mar, etc figures for year 1}
6 10 0 12 67 .... 6 2 {Data for year 2}
..
..
8 7 12 7 23 .... 9 11 {Data for year n}

```

Write a complete C program that for each month calculate the year of maximum rainfall for that month and print the result in the form below:

Month	Year
1	3
2	7
3	10
.	.
.	.
12	15

Implying that the highest January rainfall was in year 3, the highest February rainfall was in year 7, etc.

[30/100]

- (d) Explain what is meant by inheritance in object-oriented paradigm. Use appropriate example(s) to support your answer.

[20/100]