

1.(10%) What will be the value of Counter after the execution of the following program?

```
main ()
{
    int Counter = 0;
    float Total = 0.00;

    while (Total != 1.00)
    {
        Total = Total + 0.01;
        Counter = Counter + 1;
    }
}
```

2.(15%) The procedure for executing a "Ripple Sort" is outlined as below:

- Start with the first entry.
- Look at the remaining entries one by one. Whenever you find a smaller entry, swap it with the first entry, so that the first entry always holds the candidate for the smallest entry.
- Shrink how you look at the list by starting with the second entry and look at the remaining entries (3, 4, and so on).
- Continue step (c) until all items are worked through.

Write a program in C language to implement the above procedure.

3.(10%) Check which of the following are usually performed by a program loader:

- Allocate space for the program and data.
- Determine the print queue length.
- Relocate the code or set a base register.
- Check the program for system calls.
- Initialize the page table.

4.(10%) When executing $\sum_{n=1}^{k+1} a_{n-1}x^{n-1}$, at least (A) times of addition and (B) times of multiplication will be performed.

5.(5%) Explain the differences between a round-off error and a truncation error.

6.(10%) 試申述電腦在工業工程的應用。

7.(10%) 今有一個實數陣列內存有數值:

```
double a[100];
```

請用一個 for 迴圈 (for loop) 去找出平均值、最大值及最小值。

8.(10%) 一個二元聯立方程式問題如下：

$$x + y = 2.2$$

$$x - 2y = -1.2$$

今有一數學軟體可求出 x, y 的值，並分別存於 a, b 兩個 `double` 變數中，他們原始的宣告為：

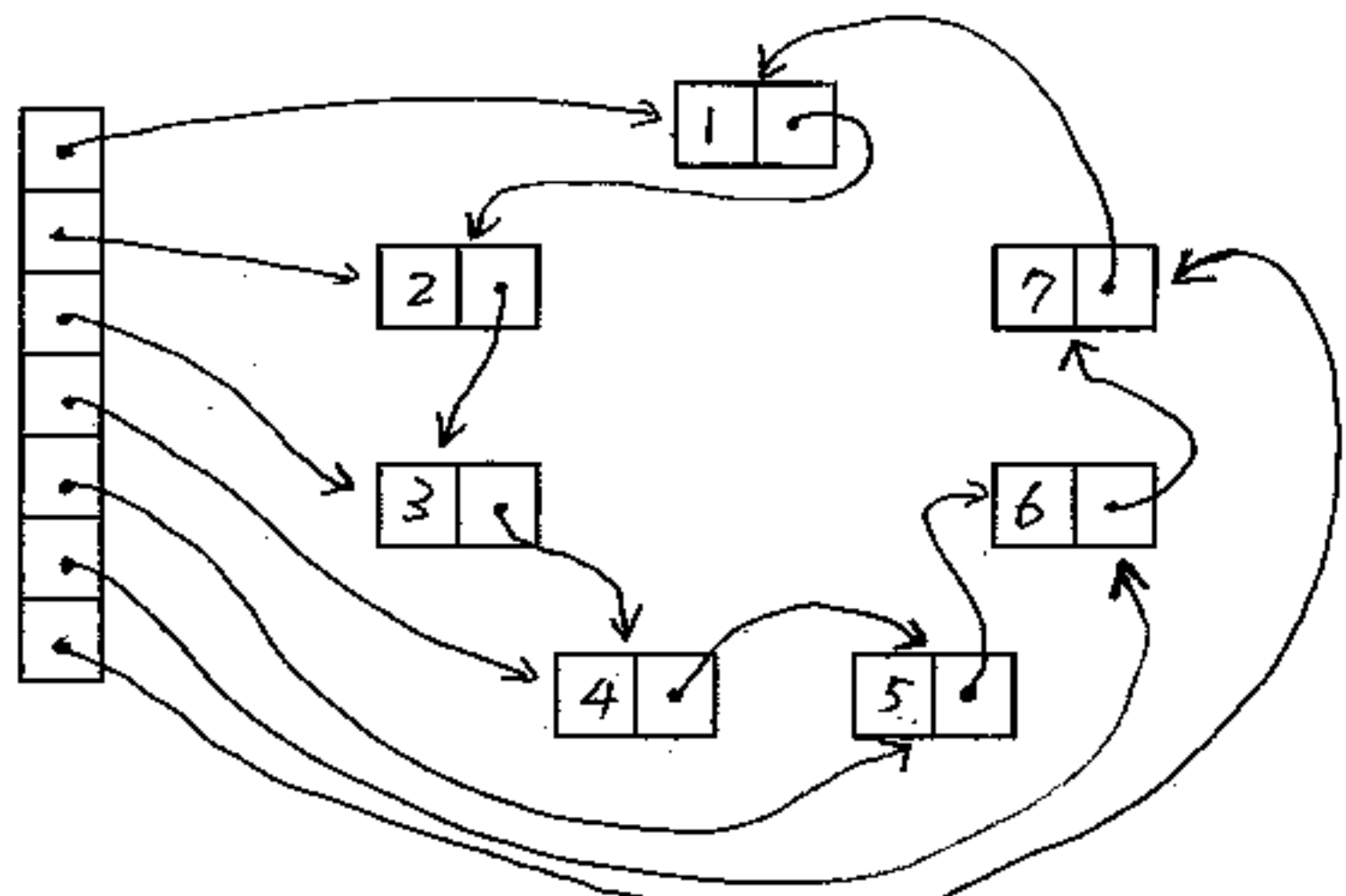
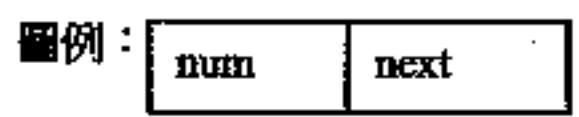
```
double a, b;
```

請寫一段 C 程式去驗證該軟體的答案是否正確

9.(10%) 定義一個 `node` 的結構體：

```
struct node
{
  int num;
  struct node *next;
}
```

寫一段程式去建構一個由七個 `node` 所形成的迴圈及由七個 `node` 的地址(address) 所組成的陣列(Array):



10.(10%) `qsort` 為 C 語言的標準函式之一，以下為其範例：

What is `qsort`? This function is C's standard sorting function, the quicksort routine described in Application Program 8.3. It has the prototype:

```
void qsort (void *buf, int num, int size, int (*compare) (const void *, const void *));
```

where `compare` is a pointer to a function, `buf` is a pointer to the array being sorted, `num` is the number of elements in the array, and `size` is the number of bytes of a single element.

By using a pointer to the function `compare`, `qsort` is able to call a function that we define. The function pointed to by `compare` (that is, the function we define) must meet the following requirements:

1. It must have two arguments, both of type `const void *`.
2. It must return an integer.
3. The return integer must be dependent upon the relative magnitudes of the two arguments. To sort a list in increasing order, the return integer must be greater than 0 if the first argument is greater than the second, less than 0 if the first argument is less than the second, equal to 0 if the first and second arguments are equal.

The short program that follows uses `qsort` to sort the array `list[6]`. We have defined the function `sortinc`, which conforms to the three requirements just given.

The diagram illustrates the C code for using `qsort` and a custom comparator `sortinc`. Annotations explain various parts of the code:

- Code:**

```
#include <stdio.h>
#include <stdlib.h>

int sortinc(const void *aa, const void *bb);

void main(void)
{
    int i;
    double list[6] = {1.3, 8.7, 9.3, 8.5, -3.4, 4.1};

    qsort(list, 6, sizeof(double), sortinc);
    for(i=0; i<6; i++) printf("%f\n", list[i]);
}

int sortinc(const void *aa, const void *bb)
{
    double cc, dd;
    int ee;
    cc = *(double *)aa;
    dd = *(double *)bb;

    if (cc > dd) ee = 1;
    if (cc < dd) ee = -1;
    if (cc == dd) ee = 0;

    return (ee);
}
```
- Annotations:**
 - "The prototype for `qsort` is contained in `stdlib.h`." points to the `#include <stdlib.h>` line.
 - "The function `sortinc` has two arguments of type `const void *`." points to the `sortinc` prototype.
 - "The array to be sorted is `list[6]`." points to the `list` array declaration.
 - "Each element of `list[]` is a double." points to the `double` type in the array declaration.
 - "We pass the address of `sortinc` to `qsort`." points to the `sortinc` argument in the `qsort` call.
 - "Here, `sortinc` returns an int." points to the `return (ee);` line in `sortinc`.
 - "Printing the sorted list." points to the `printf` call in `main`.
 - "We convert `aa` and `bb` to be type `double*`." points to the `cc = *(double *)aa;` and `dd = *(double *)bb;` lines.
 - "The unary `*` operator acting on type `double*` points to a double. This matches the types of `cc` and `dd`." points to the `*` operator in the dereferencing lines.
 - "Creating the return integer that meets the requirements for sorting a list in increasing order." points to the `if` statements and the `return (ee);` line.

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今二度空間的一個點(x, y) , 用 C 的 structure 表示:

```
struct point
{
  float x;
  float y;
};
```

又今有一個 100 個點(100 個 struct point)的陣列(Array):

```
stuct point[100];
```

試寫一段程式利用 qsort 函式將這 100 個點依其離原點的距離由小到大排列。