

## Tutorial 1

### Basic concepts (types, operations, algorithms)

#### Exercise 1:

- a. What is the type of each variable: A=1, B=true, test= 12.23, specialite = 'm'
- b. Give examples of **variables' identifiers** with their **types**, and possible **values**.

#### Exercise 2:

- a. Given A=3, B=4, X=3.0, Y= -1.0

Specify the evaluation order as well as the value of each of the following expressions:

- $X * A + Y$
- $B - A / Y + 2$

- b. Given a = 4, b = 5, c = -1 et d = 0, evaluate the following logical expressions:

- $(a < b) \text{ AND } (c \geq d)$
- $\text{NOT } (a < b) \text{ OR } (c \neq b)$

#### Exercise 3:

Trace the execution of the following algorithm

Algorithm Algo\_01 ;

Var    A, B, C : integer ;  
       D : boolean ;

begin

    Read (A) ;  
    Read (B) ;  
     $C \leftarrow A + B * 2 + 3$  ;  
     $D \leftarrow (C \bmod A) < (C \text{ div } B)$  ;  
    write (A,B,C,D) ;

End.

#### Exercise 4:

Consider the two following algorithms

<p>Algorithm Algo_02 ; Var A : integer ; Begin     <math>A \leftarrow 10</math> ;     <math>A \leftarrow A * A</math> ;     Write (A*2) ; End.</p>	<p>Algorithm Algo_03 ; Var A : integer ; Begin     Read (A) ;     <math>A \leftarrow A * A</math> ;     Write (A*2) ; End.</p>
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- a. What results does algorithm Algo\_02 produce?
- b. What results does algorithm Algo\_03 produce?
- c. What is the difference between them?

## Tutorial 2

### Basic instructions (assign, read, write)

#### Exercise 1:

Consider the following algorithm:

```
Algorithm Algo_04 ;  
Var   A, B : integer ;  
Begin  
    Read (A) ;  
    Read (B) ;  
    A  $\leftarrow$  B ;  
    B  $\leftarrow$  A ;  
    Write (A,B) ;  
End.
```

- a. Trace Algo\_04 algorithm, introducing 5 and 10 as values of A and B.
- b. Do the algorithm's instructions allow you to exchange the two values of B and A?
- c. If the problem of exchanging the values of A and B is not solved, propose an algorithm to solve this problem using an intermediate variable.
- d. Propose another version of the variables' A and B swapping without using an intermediate variable.

#### Exercise 2:

1. Write an algorithm that asks the user to enter a number, then it computes and displays its double and its half.
2. Draw the flowchart corresponding to the previous question.
3. Write an algorithm that computes the distance between two points in a two-dimensional space.

#### Exercise 3:

Write the C program that converts a given number of seconds into hours, minutes, and seconds.

#### Exercise 4:

Write the C program that, given an amount of money, provides the equivalent number of 500DA and 200DA notes and the number of 20DA, 10DA coins that compose it.