

C getting started

1. Trace the program below to get the printed output

<pre>#include <stdio.h> #include <stdlib.h> main() { float length ,area; printf("\Length = "); scanf("%f",&length); length = 10; area = length*length; printf("%f",area); getche(); }</pre>	
---	--

2. Trace the program below to find what is the printed output

<pre>#include <stdio.h> #include <stdlib.h> main() { float length ,area; printf("\Length = "); scanf("%f",&length); scanf("%f",&length); area = length*length; printf("%f",area); getche(); }</pre>	
--	--

3. Trace the program below to find what is the printed output

<pre>#include <stdio.h> #include <stdlib.h> main() { float x1 = 9,x2 = 10, x3 = 11; float c,d; c = x1+x2+x3/3; d = c/10; printf("%f",d); getche(); }</pre>	
---	--

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

main()
{
    float x1 = 9, x2 = 10, x3 = 11;
    float c, d;
    c = (x1+x2+x3)/3;
    d = c/10;
    printf("%f", d);
    getch();
}
```

4. The height of an object dropped from a starting height of 100 meters is given by the equation $h = 100 - 4.9 * t^2$ where t is the time in seconds. Write a C program that asks the user for a time less than 20 seconds and displays the height of the object at that time using this formula. The program output should look similar to:

Enter the time:2

The object is at 80.4 meters