

Ex1

An industrial carpentry manages a stock of wooden panels. Each panel has a width, length and thickness in millimeters, as well as the type of wood which can be pine (code 0), oak (code 1) or beech (code 2).

Write an algorithm that

Define a Panel structure containing all the information relating to a wooden panel

Entering and displaying a wooden panel.

Calculate the volume in cubic meters of a panel

```
typedef struct bois
{
float largeur, longueur, epaisseur;
char essence;
} Panneaux;
b)
Panneaux Saisie()
{
Panneaux p;
printf("Entrez la largeur, la longueur et l'épaisseur : ");
scanf("%f %f %f", &p.largeur, &p.longueur, &p.epaisseur);
printf("Entrez l'essence de bois : ");
scanf("%c", &p.essence);
return p;
}
void Affichage(Panneaux p)
{
printf("Panneau en ");
switch (p.essence)
{
case '0':
printf("pin\n");
break;
case '1':
printf("chêne\n");
break;
case '2':
printf("hêtre\n");
break;
default:
printf("inconnue\n");
}
printf("largeur = %f ; longueur = %f ; epaisseur = %f\n",
p.largeur, p.longueur, p.epaisseur);
}
c)
float Volume(Panneaux p)
{
return (p.largeur * p.longueur * p.epaisseur) / 1e9;
}

```

Ex#2

Write a program that allows you to fill a table of dimension N with patient information which is: the patient's name, weight (integer, in kg), height (integer, in cm) (N entered by the user); the program then displays the number of obese patients.

Fat mass is assessed from the calculation of the body mass index or BMI which takes into account weight and height.

$$BMI = \frac{\text{Weight in kg}}{(\text{height in meters})^2}$$

$BMI = (\text{weight in kg}) / ((\text{height in meters})^2)$;

$BMI \geq 30 \rightarrow \text{Obesity}$

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

```

typedef struct {
    char nom[30];
    int poids;
    int taille;
}patient;
main()
{
    patient listp[100];
    int i , n , nbob;
    float IMC ;
    printf (" donner le nombre de patients :");
    scanf("%d",&n);
    printf ("entrer les infos de chaque patient : \n");
    for(i=0;i<n;i++)
    {
        printf ("patient %d \n", i+1);
        printf (" nom : ");
        scanf("%s",listp[i].nom);
        printf (" poids : ");
        scanf("%d",&listp[i].poids);
        printf (" taille : ");
        scanf("%d",&listp[i].taille);
    }
    nbob=0;
    for(i=0;i<n;i++)
        IMC=listp[i].poids/((listp[i].taille/100.0) * (listp[i].taille/100.0));
        if (IMC >30)
            nbob++;
    printf(" nombre de patients obèses :%d",nbob);
}

```

Write a program which generates an array V of n integers then arranges the non-zero elements of the array in an array of structure T; a structure contains 3 fields defined according to the following principle:

- ValAbs: is the absolute value of a non-zero element of table V.
- Pos: its position (index).
- Sign: its sign; either "+" for a positive element or "-" for a negative element.

Finally the program iterates through T and displays these positive elements and their sum.

Example: if the user reads the following table V:

0	1	2	3	4	5	6	7
3	0	-8	-4	0	0	0	9

the program constructs the following table T:

0			1			2			3		
3	0	'+'	8	2	'-'	4	3	'-'	9	7	'+'
<i>ValAbs</i>	<i>pos</i>	<i>signe</i>	<i>ValAbs</i>	<i>pos</i>	<i>signe</i>	<i>ValAbs</i>	<i>pos</i>	<i>signe</i>	<i>ValAbs</i>	<i>pos</i>	<i>signe</i>

The program displays:

The positive elements of T are: 3 9 their sum: 12

```

#include <stdio.h>
#include <math.h>
typedef struct {
    int ValAbs;
    int pos;
    char signe;
}

```

```

        }Element ;
main()
{
/* Déclarations */
int n, i ,j,som; /* dimension */
int v[50];
Element T[50];
/* Saisie des données */
printf("Dimension des tableaux : ");
scanf("%d", &n );

printf("** entrer les éléments de v : **\n");
for (i=0; i<n; i++)
{ printf("Element %d : ", i);
scanf("%d", &v[i]);
}
j=0;
for (i=0; i<n; i++)
if (v[i]!=0)
{ T[j].ValAbs=abs(v[i]);
T[j].pos=i;
if (v[i]>0)
T[j].signe='+';
else
T[j].signe='-';
j++;
}
printf (" les éléments positifs du tableau : \n ");
som=0 ;
for (i=0;i<j;i++)
if (T[i].signe=='+')
{ printf ("%d \t",T[i].ValAbs) ;
som=som+ T[i].ValAbs;
}
printf ("leur somme : %d ",som) ;
}

```