

Notes on CP Tutorial Sheet for week 6 (2012/13)

"I/O with characters"

The "code-reading" part is just an exercise in looking up the ascii codes. The only trick is the newline character - you might want to discuss that.

On Unix, the output is:

```
char 0, ASCII code 48
char 1, ASCII code 49
char 2, ASCII code 50
char 3, ASCII code 51
char  , ASCII code 32
char a, ASCII code 97
char b, ASCII code 98
char c, ASCII code 99
char  , ASCII code 32
char A, ASCII code 65
char B, ASCII code 66
char C, ASCII code 67
char
, ASCII code 10
```

(because when the user hits ENTER, the terminal i/o subsystem converts that to a linefeed (character 10)).

"Programming"

The programming exercise is extending the program we developed in the lectures. The hard part is in dealing with non-denary representations of fractional numbers. Your tutor will hopefully have had time to give a refresher in "place--value notation"!

The point is that printing the fractional part is easier, as we can just go one digit at a time, and don't need to pre-calculate the largest column we need.

The solution for this part is available as fbase.c