Today’s Topics

In no particular order:
• Introduction
• COVID Regulations
• Section 1
• Section 2
• Seashell
• Recursion
Introduction

I...! You...?
COVID Regulations

...
Section 1

Who has read it?

Any questions?

What I think is important:
   Understand how your mark is calculated.
Section 2

Who has read it?

Any questions?

What I think is important:

  Operator precedence: it's like Math but more complicated (p. 7)
  / and %: shifting to vs. taking from the right (p. 9 + 10)
  Documentation: it's not for us, it's for YOU!!! (p. 21)
  Using tracing-tools: trace_int, trace_bool, etc. (p. 32)
  bool vs. int: what does it mean for C? (p. 38)
  if ... else if ... else and return: what means control may reach end of non-void function? (p. 53)
Seashell

Who has read used Seashell already; who has completed A0?

Tips & Tricks
  Deleting file
  Renaming file

Debugging
  Use tracing-tools
  Pin-point errors by “commenting out” code via /* */
Exercise: \texttt{fact(n)} — \texttt{fact_simple.c}

\begin{verbatim}
// fact(n) calculates n!.
// requires: ???

int fact(int n) {
    // your implementation goes here
}
\end{verbatim}
Exercise: \texttt{sum(n)} — \texttt{sum.acc.c}

\begin{verbatim}
// sum(n) calculates the sum of 0 ... n.
// requires: ???
int sum(int n) {
    // your implementation goes here
}
\end{verbatim}
Exercise: mult(a, b) — mult_simple.c

// mult(a, b) calculates a * b.
// requires: ???
int mult(int a, int b) {
    // your implementation goes here
}