Lab 2: Calculator

Introduction

In this lab you will be writing your first program from scratch. This program will read user input, perform mathematical calculations, and then print the result out to the user. This will be done using the serial port just as you did in part 3 of the last lab, and so will require use of a serial terminal program. See the Serial Communications document for more information on serial communications.

It will rely on knowledge from outside of class such as data types and printf() & scanf(), and so pay close attention to the reading list below. This lab will also introduce declaring, defining, and implementing functions. A brief overview of these concepts is available in this document and there is additional information in K&R.

Reading

- K&R All of Chapter 1, 7.4, and Appendix B1.2
- Software design handout
- Code style handout

Concepts

- printf() and scanf()
- Functions
- C standard library
- Iterative Code Design

Provided Files

- lab2.c - This file contains the program template where you will implement a simple calculator. Calculator functionality will go within the comments in main(), function prototypes that will be implemented in the calculator will be declared right before main() with their definitions following main() as demonstrated with the round() function stub.

Assignment requirements
• **Program Requirements**

This assignment has the following requirements:

- Welcome the user to your calculator program with a nice greeting.
- Prompt the user for first a mathematical operation to perform in the form of a single character, so the user only needs to type a single character to pass this prompt. This prompt should also display all operations that are available to the user. These include the four basic math operations (multiplication, division, addition, subtraction), five additional operations (Absolute Value, Celsius, Fahrenheit, Average, Tangent), and optionally for extra credit the Round function. All of these operations must handle negative values correctly.
  - `'*'` - Performs multiplication on two operands.
  - `'/'` - Performs division by dividing the first operand by the second. The second operand is checked to make sure a division-by-zero error doesn’t occur. If one does, just print 0 out as the result.
  - `'+` - Performs addition on two operands.
  - `'-` - Performs subtraction on two operands, subtracting the second operand from the first.
  - `'v'` - The Average function returns the average of its two arguments.
  - `'a'` - Absolute value calculates the absolute value of its argument.
  - `'c'` - The Celsius function treats its argument as a value in degrees Fahrenheit and converts it to degrees Celsius.
  - `'f'` - The Fahrenheit function treats its argument as a value in degrees Celsius and converts it to degrees Fahrenheit.
  - `'t'` - The Tangent function takes in a value in degrees and calculates the tangent value and returns the result.
  - **Extra Credit:** `'r'`. The Round function rounds a number down if its fractional part is less than 0.5, and rounds up otherwise.
- You must use your new knowledge of functions (after reading the rest of the lab manual) to implement all of the non-basic operations of your calculator: Absolute Value, Fahrenheit to Celsius, Celsius to Fahrenheit, Tangent in degrees, Average (and Round if implemented) using the function names given in the [Operations with Functions](#) section. These functions should not use `scanf()`, `printf()`, or any other functions from `stdio.h`, as that logic should be left to be implemented in `main()`. The characters given with each operation should be used in your calculator to identify the corresponding operator.
- Each of these operations must be implemented with the described implementation of functions outlined in the Functions section of this lab manual (declaration, implementation, and usage).
- All required calculations and user input & output should be done with values of type double. This also means that all implemented functions should use double as their input & output data types.

- All function-based calculations should return the result with a return statement.

- If the operator is a binary operator (relies on two operands), then your program should prompt the user further for two operands on which to perform the operation, one at a time. If the operator is a unary operator (relies on only one operand), then your program should prompt the user further for only one operand on which to perform the operation. After each operand is written the user should be able to press enter and the prompt will finish.

- Finally print out the result of the mathematical operation along with what operation was performed. The following example will suffice for basic operations: "Result of (3.25 * 4): 13". Notice that you will need two different printf() formats for results that are calculated from a unary operator versus those from a binary operator. Unary operators will require a format that looks more like "Result of |-5.3|: 5.3" (that is an example of an absolute value calculation).

Example output:

- "Result of (4.5 deg->F): 40.099998"
- "Result of (57 deg->C): 13.888889"
- "Result of tan(3.7): 0.0647"
- "Result of round(5.8): 6.000000"
- "Result of (3 * 3): 9.000000"

This is what it looks like in the terminal:
Return to prompting the user for another mathematical operation to perform. This should result in an infinite loop of prompting the user for another calculation after displaying the results of the prior calculation.

Your program must use functions to implement the non-arithmetic operations: absolute value, Celsius to Fahrenheit, Fahrenheit to Celsius, average, and tangent. NOTE: you may not use any functions from the standard math library save tan() for the tangent function.

Extra Credit: implementation of a round function along with it being usable by the user of your calculator program.

- **Code style:** Follow the standard style formatting procedures for syntax, variable names, and comments.

- **README.txt:** Create a README.txt file like you did for the first lab. In it specify
  - Your name
  - The names of other students who you collaborated with
  - How long this lab took you
  - Any parts that were difficult or unclear

- **Submission:**
  - Submit lab2.c and README.txt

**Grading**

This assignment consists of 11 points:

- **Input and Output (3.25 points)** - User input is properly handled and results are output correctly.

- **Correct calculations (5.75 points)** - All operators are implemented correctly, helper functions for advanced calculations are also correct and named properly.

- **Code style (1 point)** - Your code follows the style guidelines and contains less than 10 errors total.

- **README.txt (1 point)** - A README.txt file was provided with the necessary contents.

- **Extra credit (1 point)** - Correct implementation of a round function based on the implementation described below.

You will lose points for the following:

- -2: Warnings displayed on compilation excluding "warning: format '%f' expects type 'float *', but argument 2 has type 'double *'" when using scanf()
printf() and scanf()

You will be using both of these functions in your program to interact with the user. This is done with what is called standard input and output. Both of these functions are included within the C standard library that is available to all C programs. They are declared in the header file stdio.h. You will need to add an include statement to include the stdio.h standard library header below the comment stating "**** Include libraries here ****".

Example usage of these functions follows:

```c
char g;
printf("Type in any character:");
scanf("%c", &g);
printf("You input '%c'", g);
```

Please note the ampersands (&) in front of the variables passed as arguments to scanf(). These are very important! For the code that you're writing you will need one before all of the variable arguments to scanf(). You don't need to know the details of this right now and it will be covered later when we get to Array and Pointers. For more information about these topics refer to chapter 5 of K&R.

Note that scanf() is a little finicky about how it handles input. If you use scanf("%f", &x) to read in a double and type a number and press Return, not all of the characters will be processed. All of the numbers will end up parsed and placed into the x variable, but the newline character will not have been processed and can be captured by future calls to scanf(). To solve this use scanf("%f%c", &x, &c) (where x is of type double and c is of type char) so that the Return character is placed into the c variable and will not end up being processed by following calls to scanf().

Note that there is a compiler bug where a warning will be generated if the token "%f" is used with variable of type double with scanf(). You can safely ignore this warning for this lab and you will not lose credit for it.

Functions

- Declaring functions – before a function can be used, it must first be declared (just like a variable). These declarations are also referred to as function prototypes. They are used to describe everything about the function EXCEPT what it actually does (the part in between the curly-braces). These declarations need to occur in the source code BEFORE the function is first referenced. This means if you call a function in main(), but the
function is implemented after main(), you'll need to put a function prototype before main().

An example of a function prototype is as follows:

```c
double SumOf(double a, double b);
```

This prototype states that the function `SumOf()` takes in two values of type double and returns a double as well.

- **Implementing Functions** — The definition of a function actually defines what a function does.

An example of a function definition is as follows:

```c
double SumOf(double op1, double op2)
{
    return op1 + op2;
}
```

This creates a summation function that is called with two variables of type double. The function returns a value of type double that is the sum of the values passed in as its arguments.

- **Using Functions** — Functions can be used for various things, but in this lab all that is necessary to know is how to store the return value of a function into a variable. This is done just like storing any value into the variable. On the left-hand side of the assignment operator is the variable that will hold the value and on the right-hand side is the function call.

An example, of how this is done is as follows:

```c
double result, operand1 = 1, operand2 = 2;
result = SumOf(operand1, operand2);
```

With `result` being the variable holding the return value of the function, `SumOf()` being the function itself, and `operand1` & `operand2` are its arguments.

### Operations with functions

- **Absolute Value** - This can be done with testing whether or not the value is positive and if it is not then return the positive value. Note: You CANNOT utilize the absolute value function from math.h. It performs NO input or output using `scanf()` or `printf()`, that belongs in main(). Function should be named `AbsoluteValue()` and take in a double and return a double.
• Fahrenheit to Celsius & Celsius to Fahrenheit – Combined with your knowledge from Lab 0 you should be able to implement both of these calculations. It performs NO input or output using scanf() or printf(), that belongs in main(). Functions should be named FahrenheitToCelsius() and CelsiusToFahrenheit() and both take in a double and return a double.

• Tangent (in Degrees) - This function can rely on the tangent function from the standard math library which uses radians (search/browse the XC32 standard library help to find this function and the header that declares it). You must perform the necessary conversions to receive input in degrees. It performs NO input or output using scanf() or printf(), that belongs in main(). For this function you must use the constant M_PI that is defined in the standard library, a quick search through the help will reveal what header file it’s in). Function should be named Tangent()and take in a double and return a double.

• Average - This function returns the average of its two inputs. It performs NO input or output using scanf() or printf(), that belongs in main(). Function should be named Average() and take in a double and return a double.

• For Extra Credit: Round – This function must round a number towards zero if the decimal value is below 0.5 and away otherwise. It performs NO input or output using scanf() or printf(), that belongs in main(). You may not use any of the functions within the standard library or Microchip’s peripheral library to implement this! You will have to think a little bit about how this can be done. One method utilizes type casting (described in section 2.7 of K&R, page 42). Another would be to use a while loop that counts down to find the fractional part. This function stub has already been created for you in lab2.c, so just replace the body of that function.

Program flow

Your program will loop continuously while reading and writing from the terminal. This concept is outlined for you within the `while (1)` loop (which will loop forever) in the pseudo code below. The basic outline of your program looks as follows:

Output greeting to the user
while (1)
    get operator as a char
    if operator is invalid
        set operator to 0
    if operator is valid (at this point not 0)
        get operand1
        if operator is a binary operator
            get operand2
        if operator is addition
            result <- sum of operands
else if operator is subtraction
    result <- difference of operands
else if operator is multiplication
    result <- product of operands
else if operator is division
    result <- quotient of operands
else if operator is a ‘v’
    result <- average function
else if operator is an ‘a’
    result <- absolute value function
else if operator is a ‘c’
    result <- Fahrenheit to Celsius function
else if operator is an ‘f’
    result <- Celsius to Fahrenheit function
else if operator is a ‘t’
    result <- tangent function
else if operator is a ‘r’
    result <- round function

if operator is a unary operator
    print the result of a unary operation
else
    print the result of a binary operation
else if operator is invalid
    print invalid an invalid operator message

Program output

Example output for one calculation is given below.

```
Welcome to Bryant’s calculator program!
Enter a mathematical operation to perform (*, +, -, /, a, c, f, t, r): v
Enter the first operand: 1.3
Enter the second operand: 7.7
Result of (1.300000 v 7.700000): 4.150000
Enter a mathematical operation to perform (*, +, -, /, a, c, f, t, r): f
```

Doing this lab

The Iterative Software Design handout describes a very powerful way to approach any programming project. Below you will see we have given you an example method of completing this lab following the practices described in the Iterative Code design handout. Remember, it is important to stop and test your code for correct functionality at each step before moving on.
Step 1
- Display a greeting message using printf().

Step 2
- Prompt the user to input a character.
  - There is no need to print this character back out to test this, as the read() function provided below main() automatically echoes back to the user whatever they typed in. So if you see the input you typed in the terminal, that means it was successfully received.

Step 3
- Now prompt the user for a character within an infinite loop
  - These characters should all be echoed like they were in the above step.

Step 4
- Now add an invalid operator checker
  - Checking for this should set your operator variable to a standard error value (-1) if operator is not one of your valid operator's (at this point you can just use '+').
  - Now print the operator if it is not equal to your standard error value, and print an error message otherwise (“Error, not a valid operator”).

Step 5
- Continuously prompt the user for an operator and two operands.

Step 6
- Continuously:
  - Prompt the user for an operator and two operands.
  - If the user enters a '+', calculate the result and print it

Step 7
- Expand code to work for all 4 basic operators: +, -, /, *
  - Note: this will require you do update your valid operator checker as well.

Step 8
- Display the result nicely as the requirements describe.

Step 9
- Add an operator for an absolute value calculation 'a'.
- Add checking for one or two operands. This checking should make it so your program only prompts for one operand when given the absolute value operator (don't do the calculation just print something to show it works).

Step 10
- Define an absolute value function.
- Test that it works with code. Use test cases: -3, -8.63, 0, and 13.67
  - printf(“%fn”, AbsoluteValue(-3));
  - printf(“%fn”, AbsoluteValue(-8.63));
  - printf(“%fn”, AbsoluteValue(0));
  - printf(“%fn”, AbsoluteValue(13.67));
  - Your output should be 3, 8.63, 0, and 13.67 correspondingly.

Step 11
- Implement the absolute value operator in your calculator by updating your operator checkers, and calling the function in the appropriate place.
• Now you will also need a new result message with a printf() formatted to display a calculation with only one operand (by now you should know how to do this with an operator checker).

Step 12
• Define an Average function.
• Test to see if it works with code. Use Test cases: (55.5, 0), (0.00, -10), (-36.49, 36.49)
  O Your output should be 27.75, -5, and 0.0 correspondingly.

Step 13
• Take out any tests for your Average function.
• Implement the Average operator in your calculator.

Step 14
• Define a Celsius to Fahrenheit conversion function.
• Test to see that it works with code. Use test cases: 32, -27, 0
  O Your output should be 89.599995, -16.599998, and 32 correspondingly.

Step 15
• Take out any test for your Celsius conversion function.
• Implement the Celsius conversion function in your calculator.

Step 16
• Define a Fahrenheit to Celsius conversion function.
• Test to see that it works with code. Use test cases 98, -12, 0
  O Your output should be 36.666668, -24.444445, and -17.777779 correspondingly.

Step 17
• Take out any tests for your Fahrenheit conversion function.
• Implement the Fahrenheit conversion function in your calculator.

Step 18
• Define a Tangent in Degrees function.
• Test to see it works with code. Use test cases: 57, 1.5, -33, 0
  O Your output should be 1.5399, 0.0262, -0.6494, and 0 correspondingly.

Step 19
• Take out any tests for your Tangent function.
• Implement the Tangent function in your calculator.

Step 20 (OPTIONAL)
• Take out any tests for your Tangent function.
• Implement the Round function in your calculator.

Step 21
• Remove any dead or left over test code.
• Double-check that you met all program requirements listed in this document.
• Compare your code to the examples in the Style Guidelines document, fixing any errors you see.
• Submit your finished lab2.c and README.txt through the online submission tools.

Frequently Asked Questions:
I get warning: format '%f' expects type 'float *', but argument 2 has type 'double *' when compiling.

This isn't a problem so long as it only pops up when using scanf with the '%f' format specifier and the double datatype.

After testing an operation once, and seeing the result, I can no longer select an operation, as it appears to be chosen automatically, but results in an invalid operator.

This is due to not consuming the extra newline character that is the result of pressing ENTER after typing in your operands. See the printf() and scanf() section.