ESc 101: Fundamentals of Computing

Lecture 8

Jan 18, 2010

Computing Factorial

```
main()
ł
   int n; /* number whose factorial is to be computed */
   int factorial; /* stores n! */
   printf("Enter a number: ");
   scanf("%d", &n); /* Read the number n */
   /* Calculate n! */
   for (factorial = 1; n > 0; n = n - 1)
      factorial = factorial * n;
   printf("%d", n);
   printf("! = ");
   printf("%d\n", factorial);
}
```

OVERFLOWING VALUES

- Since int type can store numbers up to $2^{31} 1$ only, the value of the factorial is wrongly calculated for n > 12.
- This is rather limiting, and we need to find a way to get around this.
- We will develop C programs to implement arithmetic with large numbers soon.

BACK TO MACHINE LANGUAGE CODE PROGRAM

```
main()
{
    int i;
    int instruction; /* stores a symbol */
    instruction = (int) getchar(); /* read first symbol */
    /* Run through all the symbols of the input */
    for (; instruction != EOF; ) {
```

BACK TO MACHINE LANGUAGE CODE PROGRAM

```
/* For a symbol, output its binary sequence */
for (i = 0; i < 8; i++) {</pre>
```

```
if (instruction < 128) /* the msb is 0 */
      printf("0");
   else { /* the msb is 1 */
      printf("1");
      instruction = instruction - 128; /* make msb 0 */
   }
   /* make 2nd msb the new msb */
   instruction = instruction * 2;
}
printf("\n");
/* read next symbol */
instruction = (int) getchar();
```

}

}

ARITHMETIC EXPRESSIONS

Uses the following operations: +, -, *, /, %, ++, --

The precedence is ensured by (and).

ARITHMETIC EXPRESSIONS

Examples:

n + m * 5 / (a + b) % 44
(n + (m * 5) / (a + b)) % 44