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## Programação Imperativa - TP4

$$F = 1.8 * C + 32$$

# include &lt;stdio.h&gt;

int main()

{

float f;

int c;

printf("Insira a temperatura: \n");

&gt;scanf("%d", &amp;c);

f = 1,8 \* c + 32;

printf("%f", f);

return 1;

}

//

Segundos

=&gt;

hh : mm : ss

3600

=&gt;

01 : 00 : 00

3753

=&gt;

01 : 02 : 33

# include &lt;stdio.h&gt;

int main()

{

int sec;

int horas, minutos, segundos;

printf("Insira o tempo:");

&gt;scanf("%d", &amp;sec);

(continua)

```

horas = sec / 3600;
minutos = (sec / 3600) / 60;
segundos = (((sec / 3600) / 60) / 60);
printf (" %.2d : %.2d : %.2d ", horas, minutos, segundos);
return 1;
}

```

---

```

tipo nombre ( tipo 1 arg1, tipo 2 arg2, ... )
{
return —;
}

```

```

int maior3 ( int a, int b, int c )
{
if ( a > b )
if ( a > c )
return a;
else
return c;
else
if ( b > c )
return b;
else
return c;
}

```

---

```

while ( < cond > )
{
< acao >
}

```

```

int somaPoros 100 ()
{
    int i = 0, total = 0;
    while (i <= 100)
    {
        total = total + i;
        i = i + 2;
    }
    return total;
}

```

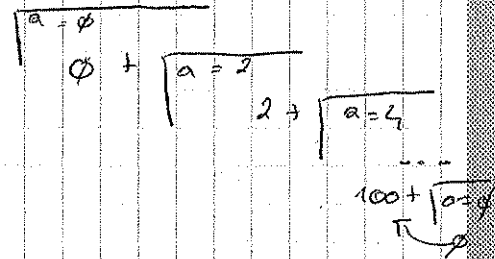
recursivamente:

```

int somaPoros2 (int a)
{
    if (a <= 100)
        return somaPoros2 (a+2) + a;
    else
        return 0;
}

```

Soma poros 2



```

int mod (int a, int b)
{
    while (a >= b)
    {
        a = a - b;
    }
    return a;
}

```

recursivamente:

```

int mod2 (int a, int b)
{
    if (a < b)
        return a;
    else
        return (mod2 (a-b, b));
}

```

```
int quod (int m)
{
  int a = 0, b = 1;
  while (b <= m) {
    a = a + b;
    b = b + 1;
  }
  return a;
}
```

```
int quod2 (int m)
{
  if (m != 0)
    return m * 2 + quod2(m-1);
  else
    return 0;
}
```