

pyramid

```
#include <stdio.h>
int main()
{
// pyramid
int i, j, k;
for(i=1; i<=5; i++)
{
for(j=i; j<=5; j++)
{
printf(" ");
}
for(k=1; k<=(i*2); k++)
{
printf("**");
}
printf("\n");
}
}
```

no 2 flipped

```
int main()
{
// no 2 flipped
int i, j, k;
for(i=5; i>=1; i--)
{
for(j=5; j>i; j--)
{
printf(" ");
}
for(k=1; k<=i; k++)
{
printf("**");
}
printf("\n");
}
}
```

no 2 reflected

```
{
// no 2 reflected
int i, j, k;
for(i=5; i>=1; i--)
{
for(j=1; j<=i; j++)
{
printf(" ");
}
for(k=5; k>=i; k--)
{
printf("**");
}
printf("\n");
}
return 0;
}
```

upside down pyramid

```
int main()
{
// upside down pyramid
int i, j, k;
for(i=5; i>=1; i--)
{
for(j=5; j>i; j--)
{
printf(" ");
}
for(k=1; k<=(i*2); k++)
{
printf("**");
}
printf("\n");
}
}
```

bizz buzz bozz

```
void main()
{
int num;
printf("Please enter a number.\nNumber:");
scanf("%d",&num);
int hund, ten, ones, mod;
hund = num / 100;
ten = num / 10 % 10;
ones = num % 10;
mod = num % 7;
if(((hund==6)||((ten==6)||((ones==6) && (mod==0))))
printf("bozz\n");
else if(((hund==6)||((ten==6)||((ones==6) && (mod!=0))))
printf("buzz\n");
else if(((hund!=6)||((ten!=6)||((ones!=6) && (mod==0))))
printf("bizz\n");
else
printf("%d\n",num);
printf("Thank you for playing bizz buzz bozz. You just won $1,000,000!");
}
```

stuff to know

```
int -2,147,483,648 to +1,147,483,647
```

stuff to know (cont)

float	4bytes, contain 1 digit/decimal, +- 10^38, 7digits precision, illegal floats: 6.2.2f, 6.-3f, 6.2
double	8bytes, +-10^308, 14digits precise
types of c statements	declarations/arithmetic instructions/control instructions