To clarify what the flags mean:

-d is decimal
A decimal is any number with a decimal point, rational and irrational?
EX: [1.2, 8.343434, 54.00, 23.9287483274]

-r is real
A real number is any number, rational and irrational?
EX: [5, 2, 234, 667, 1.2, 8.343434, 54.00, 23.9280934723]

-s is string
A string of characters
EX: ["string", "new string", "yet another string 45"]

Im trying to figure out which standard data types to use, and I do not see a difference between decimal and real. At first I thought that maybe real was referring to an integer, but that is not what a 'real' number is. I am assuming, now, that we should use:

float for -d (6 decimal places)
double for -r (15 decimal places)
char * for -s (string)

---

Subject: Re: Real, Decimal, and String Clarification
Posted by luth on Thu, 26 Jan 2017 21:29:20 GMT
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I'm sure the -d means integer objects.

---

Subject: Re: Real, Decimal, and String Clarification
Posted by jarobinson3 on Thu, 26 Jan 2017 22:32:36 GMT
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In the decimal numeral system the values are the integers base 10. That is why printf uses %d.

---

Subject: Re: Real, Decimal, and String Clarification
Posted by bmbaker1 on Thu, 26 Jan 2017 22:46:30 GMT
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Wow... Just... Wow...
I feel like deleting this... But I'm going to leave it up in case I am not the only one... Please, I hope that I'm not the only one...

Subject: Re: Real, Decimal, and String Clarification
Posted by sbcarp on Thu, 26 Jan 2017 22:58:14 GMT
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Thought d is dragon, r is rabbit, s is squirrel.

Subject: Re: Real, Decimal, and String Clarification
Posted by lusht on Fri, 27 Jan 2017 16:26:37 GMT
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^ I'll make an exception to the no posting code rule. Please post your displayDragon and your dragonComparator functions. I'm curious!

Subject: Re: Real, Decimal, and String Clarification
Posted by mkkeffeler on Mon, 30 Jan 2017 14:13:19 GMT
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DisplayDragon? I think this runs in O(1) time.

Subject: Re: Real, Decimal, and String Clarification
Posted by lusht on Mon, 30 Jan 2017 20:34:17 GMT
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Nice. Still looking for the comparator, though.

Subject: Re: Real, Decimal, and String Clarification
Posted by hlking on Tue, 31 Jan 2017 18:01:07 GMT
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void displayDragon(void)
{
    int n;
    printf("How many dragons would you like to display?");
    scanf("%d", &n);
Subject: Re: Real, Decimal, and String Clarification
Posted by davidmccoy on Tue, 31 Jan 2017 19:24:27 GMT
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You should surround your code with [ code ] [ /code ] (remove spaces from inside of brackets) to make it display correctly.

---

Subject: Re: Real, Decimal, and String Clarification
Page 3 of 5 ---- Generated from The Beastie Forums
void displayDragon(void)
{
    int n;
    printf("How many dragons would you like to print?\n");
    scanf("%d", &n);
    int i;
    for (i = 0; i < n; i++)
    {
        printf("/====-_________-----------\n" );
        printf("|====-______-_\n" );
        printf("\//~\ \\
" );
        printf("|\ \\
" );
        printf("\|\ \\
" );
        printf("|\ \\
" );
        printf("\|\ \\
" );
        printf("\|\ \\
" );
        printf("\|\ \\
" );
        printf("\|\ \\
"); }
Subject: Re: Real, Decimal, and String Clarification
Posted by lusth on Wed, 01 Feb 2017 16:55:13 GMT

Gotta love ASCII art, real old school!

Subject: Re: Real, Decimal, and String Clarification
Posted by jtevans3 on Wed, 01 Feb 2017 21:52:44 GMT

So will our run command always include a flag for the type?

Subject: Re: Real, Decimal, and String Clarification
Posted by bmbaker1 on Wed, 01 Feb 2017 22:17:33 GMT

It seems that it will. I have assumed that it will.

Subject: Re: Real, Decimal, and String Clarification
Posted by lusth on Thu, 02 Feb 2017 13:31:12 GMT

Yes, your program will always be called with an option. However, you can have your program default to a type if an option is not present on the command line.