

ESC101 : Fundamental of computing

Tutorial sheet 3

14August, 2008

I covered `for` and `while` loop (but I did not discuss `break` and `continue` commands). Please clarify any doubt if they have. Thereafter, please involve the class to solve the following problems interactively.

1. For loop example

The following code is supposed to print the sum of cubes of all those numbers which are in the range [1,500] and are not multiples of 3. Fill in the blanks appropriately.

```
1.class while_example
2.{
3.  public static void main(String args[])
4.  {
5.      int i;
6.      int j;
7.      i=1; j=0;
8.      int sum;
9.      sum=-----;
10.     while(i<=-----)
11.     {
12.         if(____!=____)
13.         {
14.             j=-----;
15.             sum=sum+j;
16.         }
17.         i = -----;
18.     }
19.     System.out.println("The sum is "+sum);
20. }
21.}
```

Please involve the entire class and proceed in a analytical fashion to fill in the blanks.

2. Prime number

The problem is to find out whether a given number i is prime. Starting from the definition of prime, discuss the common way by which one solves this problem with paper and pen : starts from 2, find out if i is multiple of 2. If not, find out if i is multiple of 3, and so on. Try to point out that this method involves repeating similar step a number of times. So it is an ideal place for using loop to solve the problem. What should be the stopping condition ? Write the program interactively.

Encourage the students to run this program in cc and to explore what happens if the number is very large (example: 9007199254740989 is prime)? Then encourage them to find out ways to make the program fast (check for a factor only upto \sqrt{i} and/or only odd numbers, ...). Please note that I have not discussed complexity of algorithm till now. I shall discuss many more problems in the class, labs and tutorial so that they realize the importance of efficiency of a program in a very natural manner. Towards the end of this course, I shall introduce the complexity of algorithms.