When you have completed the exercise, show this sheet and any associated programs to your discussion instructor, who will record that you have completed the work. If you do not finish this exercise during class, you have until Sunday, Feb. 2, at 9:00 PM to get your exercise checked off during consulting hours or during TAs’ office hours.

If you have any questions, ask your lab instructor or a consultant immediately! They are in the lab to help you learn the material.

CMS: Course Management System

You will use CMS to submit homework, find your scores, and view grading comments. Log on to CMS now. If CS1112 is not listed as one of your courses, ask your section instructor to add your information into CMS. Your homework must be submitted through CMS.

1 Minimum of a quadratic

Download and review Eg1.2 in Insight.
http://www.cs.cornell.edu/courses/cs1112/ → Course info → Textbook

[M1.2.5 from Insight] Modify Eg1.2 to first check that L is less than or equal to R. Switch the values of L and R if necessary before computing the minimum of the quadratic.

[M1.2.6 from Insight] Reorder the three branches of the conditional statement to first check whether the critical point is inside the interval.

2 Triangle

[Modified from M1.2.4 of Insight] The three interior angles of any triangle add up to 180°. Complete the program fragment below to print scalene, isosceles, or equilateral given three angles.

\[
\% \text{ Assume } a, b, \text{ and } c \text{ are positive integers that sum to } 180 \\
\text{if (____________________________________)} \\
\text{disp('Scalene triangle')} \\
\text{elseif (____________________________________)} \\
\text{disp('Equilateral triangle')} \\
\text{else} \\
\text{disp('Isoceles triangle')} \\
\text{end}
\]

3 When do 3 random sticks make a triangle?

Complete the following script so that it prints “Yes” if it is possible to form a triangle (that is not degenerate) with three sticks having length \(u\), \(v\), and \(w\). The script should print “no” if it is impossible.

\[
\text{clc} \quad \% \text{ What does this command do?} \\
u = \text{rand} \quad \% \text{ a random positive number between 0 and 1} \\
v = \text{rand} \\
w = \text{rand} \quad \% \text{ Add an appropriate if-elseif-else after this comment...}
\]
4 Which quadrant?

Write two different programs to determine in which quadrant a user-input value of $A$ degrees belongs. Assume that the user may enter any non-negative number. For example, $725^\circ$ is the same, and should be treated, as $5^\circ$. (Hint: the function `rem` that you saw last week might be useful.) To avoid ambiguity, we use the following convention:

Quadrant is

\[
\begin{align*}
1 & \text{ if } 0 \leq A < 90 \\
2 & \text{ if } 90 \leq A < 180 \\
3 & \text{ if } 180 \leq A < 270 \\
4 & \text{ if } 270 \leq A < 360
\end{align*}
\]

Print the result. In the first script use four separate `if` statements (4 separate `if-end` constructs—no `else` or `elseif`) and call the program `angle1.m`. In the second script, use a `single if-elseif-...-else-end` construction for the evaluation and call it `angle2.m`. Pay close attention to the differences between the two programs—are the boolean expressions as concise as they can be?

5 Challenge question*

*Topic for next lecture—not required in this exercise (but think about it before next lecture!)

Nesting in programming refers to the inclusion, or placement, of one construct inside another. For example, we can nest `if`-statements:

\[
\text{if boolean expression 1}
\]
\[
\text{code to execute if expression 1 evaluates to true}
\]
\[
\text{else}
\]
\[
\text{if boolean expression 2}
\]
\[
\text{code to execute if expr1 evaluates to false but expr2 evaluates to true}
\]
\[
\text{else}
\]
\[
\text{code to execute if expr1 evaluates to false and expr2 evaluates to false}
\]
\[
\text{end}
\]
\[
\text{end}
\]

In the example above, we nested an `if`-statement inside the `else` branch of the first, or outer, `if`-statement. Use nested `if`-statements without `elseif` to solve the quadrant question above. Call the script `angle3.m`.

Be sure to log off the lab computer before leaving the lab!