C11 Solutions

1. Count := 1;
   FOR I in 1 .. 10 LOOP
     If I MOD 2 = 0 THEN
       FOR J in 1 .. 10 LOOP
         Count := Count + 2;
       END LOOP;
     ELSE
       FOR J in 1 .. 5 LOOP
         Count := Count – 1;
       END LOOP;
     END IF;
   END LOOP;
   Count = 76.
   Count increments by 20 when I is even and decrements by 5 when I is odd.

2. Write an Ada95 program to implement the Euler’s 2\textsuperscript{nd} order integration method? Turn in a hard copy of your algorithm and code listing and an electronic copy of your code.
C 11 part b ALGORTIHM

Eluer’s 2\textsuperscript{nd} order integration – use trapeziodal rule.
Area of a trapezoid under curve = \(0.5(y_1 + y_2) \cdot \delta_x\)

Algorithm:
Ask user for inputs:
- Coefficients of each polynomial term plus constant
- Upper and Lower Bounds of integration
- Step Size
Calculate number of steps = (upper\_bound-lower\_bound)/step\_size and convert it to an integer

Loop from 0 to the number of steps using a for loop, performing euler’s second order approximation
- Integral = Integral + \(0.5(y_1 + y_2) \cdot \text{step\_size}\)
- Y1 = Y2
- Y2 = Y2 + \text{Step\_Size}
Print out results
procedure Second_Order_Euler is
--procedure to perform euler's second order integration method
--a definite integral is input by the user and is the calculation is
--performed and returned
--only takes in polynomials up to 6th order
--Unified Computers and Programming, Problem C11 b, Fall 2003
--Author: Howard Kleinwaks, based on an algorithm by Phil Springmann
--Last Modified: October 5, 2003

--declare variables
Order : Integer; --stores order of polynomial
Upper_Bound : Float;
Lower_Bound : Float; --numbers to store the bounds of the integral
First_Order_Term : Float;
Second_Order_Term : Float;
Third_Order_Term : Float;
Fourth_Order_Term : Float;
Fifth_Order_Term : Float;
Sixth_Order_Term : Float;
Constant_Term : Float;
Integral : Float;
Step_Size : Float; --input value by user to determine step size to use
Number_Of_Steps : Float;
Integer_Number_Of_Steps : Integer; --need integer number of steps to
use in for loop
Low_Step : Float;
High_Step : Float; --variables to represent current x-values (x_i and
x_i+1)

begin -- Second_Order_Euler
--get input variables
--take the order of the polynomial and the coefficients
Put("Please enter the order of the polynomial (between one and six):";
Get(Item => Order);
New_Line;
--check order to make sure it is within the proper bounds
while Order< 1 and Order > 6 loop
Put("Please enter the order of the polynomial (between one and six
):");
Get(Item => Order);
New_Line;
end loop;

--get coefficients of the polynomial
Put("Please enter the constant term:";
Get(Item => Constant_Term);
New_Line;
Put("Please enter the coefficient of the lowest order term:";
Get(Item => First_Order_Term);
New_Line;
Put("Please enter the coefficient of the next lowest order term:";
Get(Item => Second_Order_Term);
New_Line;
Put("Please enter the coefficient of the next lowest order term:");
Get(Item => Third_Order_Term);
New_Line;
Put("Please enter the coefficient of the next lowest order term:");
Get(Item => Fourth_Order_Term);
New_Line;
Put("Please enter the coefficient of the next lowest order term:");
Get(Item => Fifth_Order_Term);
New_Line;
Put("Please enter the coefficient of the next lowest order term:");
Get(Item => Sixth_Order_Term);
New_Line;

--get bounds of integration
Put("Please enter the lower bound:");
Get(Item => Lower_Bound);
New_Line;
Put("Please enter the upper bound:");
Get(Item => Upper_Bound);
New_Line;

--get step size desired from user
Put("Please enter the step size:");
Get(Item => Step_Size);
New_Line;

--calculate number of steps
Number_Of_Steps := (Upper_Bound - Lower_Bound)/Step_Size;
--convert to integer
Integer_Number_Of_Steps := Integer(Number_Of_Steps);

--now loop from 0 to the number of steps, performing euler's second order approximation
--the approximation follows the trapezoidal rule
--area of a trapezoid = .5*(b1 + b2)*h, where b1 and b2 are the function values at either end of the step
--and h is the step size

--need to initialize the value of integral (the result) and Low_step and High_step
Integral := 0.0;
Low_Step := Lower_Bound;
High_Step := Lower_Bound + Step_Size;

for I in 1..Integer_Number_Of_Steps loop
--calculate integral according to following method:
--Integral := Integral + .5*(f(x)+f(x+1))*Step_Size
Integral := Integral + 0.5*((Sixth_Order_Term*High_step**6 + Fifth_Order_Term*Low_step**5 + Fourth_Order_Term*Low_step**4 + Third_Order_Term*Low_step**3 + Second_Order_Term*Low_step**2 + First_Order_Term*Low_step+Constant_Term) + (Sixth_Order_Term*High_step**6 + Fifth_Order_Term*High_step**5 + Fourth_Order_Term*High_step**4 + Third_Order_Term*High_step**3 + Second_Order_Term*High_step**2 + First_Order_Term*High_step+Constant_Term))**Step_Size;
Low_Step := Low_Step+Step_Size;
High_Step := High_Step+Step_Size;
end loop;
Put("The integration is: ");
Put(Integral, Exp => 0);
end Second_Order_Euler;
3.

Algorithm:

1. Initialize the counter to 1
2. Initialize Sum to 0
3. While (counter <= 10) loop
   i. Get a number from the user
   ii. Add Number to Sum
   iii. Increment the Counter
4. Compute the average by dividing sum by 10
5. Display computed average to the user

Code Listing


Compiling: C:/docume~2/joeb/desktop/16070/codeso~1/average_with_while.adb (source file time stamp: 2003-10-02 02:41:10)

1. -----------------------------------------------------
2. -- Program to find the average of 10 numbers using
3. -- a While Loop
4. -- Programmer : Joe B
5. -- Date Last Modified : October 01, 2003
6. -----------------------------------------------------
7. 8. 9. with Ada.Text_IO;
10. with Ada.Float_Text_IO;
11. 12. procedure Average_With_While is
13. Counter : Integer := 1; -- initialize counter to 0
14. Sum : Float := 0.0; -- initialize sum to 0
15. Num : Float; -- variable used to get input from the user
16. begin
17. while (Counter <= 10) loop
18. -- get input from the user
19. Ada.Text_IO.Put("Please Enter A Number : ");
20. Ada.Float_Text_IO.Get(Num);
22. -- compute sum
23. Sum := Sum + Num;
24. -- increment the counter
25. Counter := Counter + 1;
26. 27. end loop;
28. 29. Ada.Text_IO.Put( "The Average of Numbers is : ");
30. Ada.Float_Text_IO.Put(Sum/10.0);
31. 32. end Average_With_While;
32 lines: No errors
1. Algorithm
   a. Get the number from the user
   b. If the number is >= 1 then
      i. For I in 1 .. number loop
         - Factorial := Factorial * I;
   c. Else
      i. Display Cannot Compute Factorial
   d. Display Computed Factorial to the User

Code Listing


Compiling: c:/docume~2/ joeb /desktop/16070/codeso~1/factorial_with_iteration.adb (source file time stamp: 2003-10-02 03:57:26)

1. -----------------------------------------------------
2. -- Program to find the factorial of a number using
3. -- iteration.
4. -- Programmer : Joe B
5. -- Date Last Modified : October 01, 2003
6. -----------------------------------------------------
7. 8.
9. with Ada.Text_IO;
10. with Ada.Integer_Text_IO;
11.
12. procedure Factorial_With_Iteration is
13.   Factorial : Integer := 1; -- initialize factorial to 1
14.   Num : Integer; -- variable used to get input from the user
15. begin
16.   -- get the number from the user
17.   Ada.Text_IO.Put("Please Enter A Number : ");
18.   Ada.Integer_Text_IO.Get(Num);
19.   Ada.Text_IO.Skip_Line;
20. 21.   if Num >=1 then
22. 23.     -- compute factorial
24. 25.       for I in 1 .. Num loop
26. 27.         Factorial:= Factorial * I;
28. 29.       end loop;
30. 31.   else
32. 33.     Ada.Text_IO.Put("The Factorial of ");
34. 35.     Ada.Text_IO.Put(Integer'Image(Num));
36. 37.     Ada.Text_IO.Put("is : ");
38. 39.     Ada.Integer_Text_IO.Put(Factorial);
40. 41. end if;
42. end Factorial_With_Iteration;
The program does not work when you have numbers greater than 12 because the value of the factorial is larger than Integer’Last

Algorithm

From the series, you can see that any number in the series is a sum of the previous two numbers, i.e. \( n = n_{n-1} + n_{n-2} \)

Main Program

1. Get the number of Fibonacci numbers from the user.
2. If the number is <= 0, then
   a. Display cannot generate numbers
3. else
   a. for I in 1 .. Number
      i. Call the recursive function Fibo
      ii. Display Value returned by Fibo

Fibo Function

1. If num < 2
   a. Return 1
2. Else
   a. Return (Fib(n-1)+ Fib(n-2));

Code Listing


Compiling: c:/docume~2/ joeb /desktop/16070/codeso~1/fibo_with_recursion.adb (source file time stamp: 2003-10-02 14:42:40)
with Ada.Text_Io;
with Ada.Integer_Text_Io;

procedure Fibo_With_Recursion is
  function Fibo (Num : Integer) return Integer is
  begin
    if (Num < 2) then
      return 1;
    else
      return(Fibo(Num-1) + Fibo(Num-2));
    end if;
  end Fibo;

  Number : Integer;

  begin
    -- get the number from the user
    Ada.Text_Io.Put("Please Enter The Number Of Fibonacci Numbers : ");
    Ada.Integer_Text_Io.Get(Number);
    Ada.Text_Io.Skip_Line;

    if Number <=0 then
      Ada.Text_Io.Put("Cannot Generate Required Numbers");
    else
      for I in 1 .. Number loop
        Ada.Integer_Text_Io.Put(Fibo(I));
        end loop;
    end if;
  end Fibo_With_Recursion;

Note: While we are generating the numbers recursively, we are not displaying them as they are generated. Can you guess why?

The recursive function Fibo uses two recursive calls within the program. If you trace the program, you will see that the values are computed twice by the recursive function. If you try to display the values inside the recursive function, the values will be repeated.
1. Solve the following recurrence equation using the iteration method. Show all the steps in your derivation.

\[
T(n) = \begin{cases} 
  c & n = 1 \\
  aT(\frac{n}{b}) + cn & n > 1
\end{cases}
\]

Substitute the value of \( T(n) \) from the recurrence equation:

\[
T(n/b) + cn
\]

\[
\Rightarrow aT((n/b)/b) + c(n/b) + cn
\]

\[
\Rightarrow a^2T(n/b^2) + cn(a/b) + cn
\]

\[
\Rightarrow a^2T(n/b^2) + cn((a/b) + 1)
\]

\[
\Rightarrow a^2(aT((n/b^2)/b) + cn/b^2) + cn((a/b) + 1)
\]

\[
\Rightarrow a^3T(n/b^3) + cn(a^2/b^2) + cn((a/b) + 1)
\]

\[
\Rightarrow a^3T(n/b^3) + cn((a^2/b^2) + (a/b) + 1)
\]

\[
\Rightarrow a^kT(n/b^k) + cn((a^{k-1}/b^{k-1}) + (a^{k-2}/b^{k-2}) + \ldots + (a^2/b^2) + (a/b) + 1)
\]

When \( k = \log_b n \),

\[
\Rightarrow n = b^k
\]

\[
T(n) = a^kT(1) + cn(a^{k-1}/b^{k-1} + \ldots + a^2/b^2 + a/b + 1)
\]

\[
= a^c + cn(a^{k-1}/b^{k-1} + \ldots + a^2/b^2 + a/b + 1)
\]

\[
= c a^k + cn(a^{k-1}/b^{k-1} + \ldots + a^2/b^2 + a/b + 1)
\]

\[
= c n a^k/b^k + cn(a^{k-1}/b^{k-1} + \ldots + a^2/b^2 + a/b + 1)
\]

\[
= c n (a^k/b^k + \ldots + a^2/b^2 + a/b + 1)
\]
1. The labeling is arbitrary, except for the voltage sources. Also, each current arrow must be drawn into the "+" terminal, or out of the "−" terminal.

2. There are two loops, one on the left, one on the right. KVL gives

\[-V_1 + V_2 + V_3 = 0 \quad (1)\]
\[-V_3 - V_4 + V_5 = 0 \quad (2)\]

3. Write KCL for upper left, upper middle, and upper right nodes:

\[i_1 + i_2 = 0 \quad (3)\]
\[-i_2 + i_3 = i_4 = 0 \quad (4)\]
\[i_4 + i_5 = 0 \quad (5)\]

4. For the voltages sources,

\[V_1 = V_1 = 4 \text{ V} \quad (6)\]
\[V_5 = V_5 = 6 \text{ V} \quad (7)\]
\[ s = 11 \left( \frac{1}{2} + i \frac{1}{4} \right) - 5 \left( i \frac{1}{2} + i \frac{1}{4} \right) = 4 \]

\[ h = (4 + 2i) \left( \frac{1}{2} + i \right) + 2 \left( \frac{1}{2} + i \right) \]

\[ h = \frac{1}{2} + i \]

\[ 2 \]

Now, begin reducing equations:

\[ h = \frac{1}{2} + i \]

\[ \text{Note that I've dropped the units for now.} \]

To solve, substitute (6) - (10) into (11)

\[ h = \frac{1}{2} + 2i \]

\[ h = \frac{1}{2} - 2i \]

5. There are 10 unknowns (\( \frac{1}{2}, R_1, R_2, R_3, R_4, R_5, S_1, S_2, S_3, S_4 \)) and 10 equations, so we should be able to solve.

\[ v_{12} = \frac{1}{2} R_2 = 4 \frac{1}{2} \]

\[ v_3 = \frac{1}{2} R_3 = 6 \frac{1}{2} \]

\[ v_5 = \frac{1}{2} R_5 = 12 \frac{1}{2} \]
Simplifying,

\[ 10 \, i_2 + 6 \, i_4 = 4 \]  
\[ 6 \, i_2 + 18 \, i_4 = 6 \]  

Solve for \( i_2, i_4 \) using Cramer's rule or Gaussian elimination. The result is:

\[ i_2 = 0.25 \, \text{A} \]  
\[ i_4 = 0.25 \, \text{A} \]  

Plug these back into (13) - (15):

\[ i_1 = -0.25 \, \text{A} \]  
\[ i_3 = 0.5 \, \text{A} \]  
\[ i_5 = -0.25 \, \text{A} \]  

Use constitutive laws \([6)-(10)\] to find voltages:

\[ \mathcal{V}_1 = 4 \, \text{V} \]  
\[ \mathcal{V}_2 = 1 \, \text{V} \]  
\[ \mathcal{V}_3 = 3 \, \text{V} \]  
\[ \mathcal{V}_4 = 3 \, \text{V} \]  
\[ \mathcal{V}_5 = 6 \, \text{V} \]  

To check our answer, it is easily verified that these values satisfy KVL, KCL, and the constitutive laws.
1. The first steps are to label the node potentials (to allow solution by the node method) and to label each element with $\pm$ signs (so we can talk about branch currents, voltages).

Next, we write KCL at each node with unknown potential. This can be done "by inspection," as in class:

$e_1: \left( \frac{1}{R_1} + \frac{1}{R_2} \right) e_1 - \frac{1}{R_2} e_2 = \frac{1}{R_1} V_7 + I_6$

$e_2: -\frac{1}{R_2} e_1 + \left( \frac{1}{R_2} + \frac{1}{R_3} + \frac{1}{R_4} \right) e_2 - \frac{1}{R_4} e_3 = 0$

$e_3: -\frac{1}{R_4} e_2 + \left( \frac{1}{R_4} + \frac{1}{R_5} \right) e_3 = -I_6$

Plugging in values, we have that:
\[
\frac{5}{6} e_1 - \frac{1}{2} e_2 = 6 \\
-\frac{1}{2} e_1 + \frac{7}{6} e_2 - \frac{1}{3} e_3 = 0 \\
-\frac{1}{3} e_2 + \frac{4}{3} e_3 = -5 
\]

(I've dropped units here.) We can solve by Cramer's rule, Gaussian elimination, calculator, etc. The result is

\[
\begin{align*}
  e_1 &= 9 \text{ V} \\
  e_2 &= 3 \text{ V} \\
  e_3 &= -3 \text{ V}
\end{align*}
\]

The branch voltages are just the difference in node potentials across each element:

\[
\begin{align*}
  \nu_1 &= -6 \text{ V} \\
  \nu_2 &= 6 \text{ V} \\
  \nu_3 &= 3 \text{ V} \\
  \nu_4 &= 6 \text{ V} \\
  \nu_5 &= -3 \text{ V} \\
  \nu_6 &= -12 \text{ V} \\
  \nu_7 &= 3 \text{ V}
\end{align*}
\]
The branch currents are found by applying the constitutive laws:

\[
\begin{align*}
    i_1 &= \frac{V_1}{R_1} = -2 \text{ A} \\
    i_2 &= \frac{V_2}{R_2} = 3 \text{ A} \\
    i_3 &= \frac{V_3}{R_3} = 1 \text{ A} \\
    i_4 &= \frac{V_4}{R_4} = 2 \text{ A} \\
    i_5 &= \frac{V_5}{R_5} = -3 \text{ A} \\
    i_6 &= I_6 = 5 \text{ A}
\end{align*}
\]

Note that the constitutive law for the voltage source,

\[V_7 = V_7, \text{ for all } i_7\]

gives no information about \(i_7\). To find \(i_7\), apply KCL at the \(V_7\) node:

\[i_7 + i_1 = 0\]

\[\Rightarrow i_7 = +2 \text{ A}\]

2. Find the net power dissipated by the circuit:

\[
P = \sum_n i_n V_n
\]

\[= (2)(-6) + (3)(6) + (1)(3) + (2)(6) + (-3)(-3) + (5)(-12) + (2)(3)\]
\[ P = 12 + 18 + 3 + 12 + 9 - 60 + 6 = 0 \text{W} \]

\[ P = 0 \text{W} \]

Note that the current source supplies power (-60 W), and the voltage source absorbs power (+6 W).
The first steps are to label the loop currents (to allow solution by the loop method) and to label each element with $+1$-signs (so we can talk about branch currents, voltages).

Next, we write KVL around each loop with unknown current. This can be done "by inspection":

$i_a$: \((R_1 + R_2 + R_3)\ i_a\ -\ R_3\ i_b\ =\ -R_2\ I_c\ +\ V_7$

$i_b$: \(-R_3\ i_a\ +\ (R_3 + R_4 + R_5)\ i_b\ =\ -R_4\ I_c$

Plugging in values, we have that

\[8\ i_a\ -\ 3\ i_b\ =\ -7\]
\[-3\ i_a\ +\ 7\ i_b\ =\ -15\]

This 2x2 set of equations can be solved by Cramer's rule, etc., to obtain
\[ i_a = -2 \, \text{A} \]
\[ i_b = -3 \, \text{A} \]

The branch currents are just the algebraic sum of loop currents:

\[ i_1 = +i_a = -2 \, \text{A} \]
\[ i_2 = i_a + I_c = 3 \, \text{A} \]
\[ i_3 = i_a - i_b = 1 \, \text{A} \]
\[ i_4 = i_b + I_c = 2 \, \text{A} \]
\[ i_5 = i_b = -3 \, \text{A} \]
\[ i_6 = I_c = 5 \, \text{A} \]
\[ i_7 = -i_a = 2 \, \text{A} \]

The voltages are found by applying the constitutive laws:

\[ V_1 = i_1 R_1 = -6 \, \text{V} \]
\[ V_2 = i_2 R_2 = 6 \, \text{V} \]
\[ V_3 = i_3 R_3 = 3 \, \text{V} \]
\[ V_4 = i_4 R_4 = 6 \, \text{V} \]
\[ V_5 = i_5 R_5 = -3 \, \text{V} \]
\[ V_7 = V_7 = 3 \, \text{V} \]
Note that the constitutive law for the current source,
\[ i_6 = I_6, \text{ for all } V_6 \]
gives no information about \( V_6 \). To find \( V_6 \), apply KVL around \( I_6 \) loop:
\[-V_4 - V_2 - V_6 = 0\]
\[
\Rightarrow \quad V_6 = -V_2 - V_4
\]
\[
= -12 \text{ V}
\]

\[ V_6 = -12 \text{ V} \]

Of course, these values agree with those of \( S3 \).
The nodes are labeled as below:

Note that 4 of the nodes (ground, $V_i$, $e_1$, $e_2$) are labeled normally. The 5th node is labeled as $e_1 + V_2$, not $e_3$, since there is a known potential difference across $V_2$.

To start, apply KCL at $e_2$:

$$e_2: \frac{e_2 - 0}{R_7} + \frac{e_2 - e_1}{R_6} + \frac{e_2 - (e_1 + V_2)}{R_5} = 0$$

$$\Rightarrow -\left(\frac{1}{R_5} + \frac{1}{R_6}\right)e_1 + \left(\frac{1}{R_5} + \frac{1}{R_6} + \frac{1}{R_7}\right)e_2 = \frac{V_2}{R_5}$$

This result is typical of the node method in simpler problems.

Next, apply KCL at nodes $e_1$ and $e_1 + V_2$:
\[ e_1: \frac{e_1-V_1}{R_3} + \frac{e_1-V_0}{R_4} + \frac{e_1-e_2}{R_6} - i_2 = 0 \]

\[ e_1 + V_2: \frac{e_1 + V_2 - e_2}{R_5} + i_2 = 0 \]

Note that the constitutive law for the \( V_2 \) source gives no information about \( i_2 \). However, we can eliminate \( i_2 \) by adding the two equations above:

supernode: \( \left( \frac{1}{R_3} + \frac{1}{R_4} + \frac{1}{R_5} + \frac{1}{R_6} \right) e_1 - \left( \frac{1}{R_5} + \frac{1}{R_6} \right) e_2 \)

\[ = \frac{1}{R_3} \ V_1 - \frac{1}{R_5} \ V_2 \]

Plugging in values, we have

\[ 2.5 \ e_1 - e_2 = 2.5 \]
\[ - e_1 + 2e_2 = 2.5 \]

Solving for \( e_1, e_2 \), we have

\[ e_1 = 1.875 \ V \quad e_2 = 2.1875 \ V \]

Since \( v_0 = e_2 - 0 \),

\[ v_0 = 2.1875 \ V \]