This third assignment will give you experience writing programs that involve arithmetic expressions. You will write two short programs. Each program will greet the user, prompt for and input data from the user, perform one or more calculations, and output the result(s) to the user. Therefore, each program body will have a greeting subsection, an input subsection, a calculation subsection, and an output subsection. This project will use the same development process as in Programming Project #2, and will be subject to the same rules and grading criteria, plus some additional criteria. YOU ARE EXPECTED TO KNOW HOW TO DO MANY OF THESE TASKS WITHOUT HAVING THEM DESCRIBED IN DETAIL.

The two programs will involve: converting measurements from English to metric units; managing clowns. Put each of the two programs in a separate source file; you **MUST** name them:

```
conversions.c  clowns.c
```

I. WHAT TO DO FIRST

**At the top of your makefile**, add entries that looks like these:

```
conversions: conversions.c
gcc -o conversions conversions.c -lm
clowns: clowns.c
gcc -o clowns clowns.c -lm
```

(Note the **-lm**, which is to say *hyphen ell em*, at the end of each *gcc* command.) **DON’T DELETE PREVIOUS makefile ENTRIES!**

You **MUST** also put new **rm** commands in the **clean** entry at the bottom of your makefile.

II. CODE DEVELOPMENT PROCESS

The process for developing these programs will be the same as described in the PP#2 specification, on page 5 in Section IV, titled “Advice on How to Write a Program,” except that you will output the values of different variables than you input into.

Pay close attention to the last numbered list on that page. The only difference between the task list for PP#2 and the process that you will use for PP#3 will be that the two programs in PP#3 will have calculations (the program in PP#2 didn’t), and also which of the variables will be output.

For each program in PP#3, you should follow the directions in the PP#2 specification section IV **EXACTLY**, ignoring the calculation subsection until you have completed the rest of the program. (At this stage, some of the outputs in the output subsection will be garbage.) Once everything except the calculation subsection is written and seems to be working properly, you should then write the calculation subsection. **NOTE THAT YOU WILL WRITE EACH PROGRAM OUT OF ORDER, CREATING THE CALCULATION SUBSECTION LAST, EVEN THOUGH IT IS IN THE MIDDLE OF THE PROGRAM BODY.**

On the following pages are the specifications of the two programs that you will write.
III.A. CONVERSIONS

According to the Mars Climate Orbiter Mishap Investigation Board Phase I Report, Executive Summary, page 6* (Nov 10 1999),

... The MCO ... was lost sometime following the spacecraft’s entry into Mars occultation .... [T]he root cause for the loss ... was the failure to use metric units in the coding of ... software ... used in trajectory models. Specifically, thruster performance data in English units instead of metric units was used in the software application code titled SM_FORCES (small forces). A file called Angular Momentum Desaturation (AMD) contained the output data from the SM_FORCES software. The data in the AMD file was required to be in metric units ... and the trajectory modelers assumed the data was provided in metric units per the requirements. ...

Write a program to convert from English units to metric units,† specifically to convert area from acres to square meters and to convert fuel burn rate from gallons per hour to liters per second. For your conversions, use the following constant values AND NO OTHERS, declaring and initializing appropriate named constants (you are ABSOLUTELY FORBIDDEN to combine these in initializations):

- There are 1000 meters per kilometer.
- There are 1.609344 kilometers per mile.
- There are 640 acres per square mile.
- There are 3.785411784 liters per U.S. gallon.
- There are 60 minutes per hour.
- There are 60 seconds per minute.

The program body MUST incorporate the following subsections, in the following order:

1. **Greeting Subsection**: Greet the user with useful information about the program.
2. **Input Subsection**
   (a) Prompt the user for an area in acres.
   (b) Input the area in acres.
   (c) Prompt the user for a fuel burn rate in gallons per hour.
   (d) Input the fuel burn rate in gallons per hour.
3. **Calculation Subsection**
   (a) Calculate the area in square meters.
   (b) Calculate the fuel burn rate in liters per second.
4. **Output Subsection**
   (a) Output the area in both acres and square meters.
   (b) Output the fuel burn rate in both gallons per hour and liters per second.

**IMPORTANT**: Areas and fuel burn rates AREN’T constrained to be integers.

**RUNS**: Run this program three times using three different sets of input values. The first run MUST use 10 acres and 1000 gallons per hour as input values. For the other two runs, you may choose APPROPRIATE values to your liking.

---

†http://www.calculateme.com/
III.B. CLOWNS
You’ve just been hired to manage clowns for a circus. The clowns come in two varieties: happy clowns and sad clowns. Among happy clowns, a valuable skill is making balloon animals; among sad clowns, a valuable skill is doing pratfalls. Here’s the pay scale:

- Happy clowns make a wage of $97.50 per performance.
- Happy clowns who make balloon animals earn a bonus of $27.75 per performance.
- Sad clowns make $84.25 per performance.
- Sad clowns who do pratfalls earn a bonus of $42.50 per performance.

Write a program to calculate how much you’re going to pay the clowns this week.

You **MUST** use appropriate named constants.

The program **MUST** incorporate the following subsections, in the following order:

1. **Greeting Subsection:** Greet the user with useful information about the program.
2. **Input Subsection**
   (a) Prompt the user and then have the user input the number of performances this week. (Note that all clowns clown for the same number of performances each week.)
   (b) Prompt the user and then have the user input the number of happy clowns in the circus this week.
   (c) Prompt the user and then have the user input the number of those happy clowns who made balloon animals this week, **MENTIONING THE TOTAL NUMBER OF HAPPY CLOWNS IN THE PROMPT.**
   (d) Prompt the user and then have the user input the number of sad clowns in the circus this week.
   (e) Prompt the user and then have the user input the number of those sad clowns who did pratfalls this week, **MENTIONING THE TOTAL NUMBER OF SAD CLOWNS IN THE PROMPT.**
3. **Calculation Subsection:** Calculate how much money will be paid to the clowns this week.
4. **Output Subsection**
   (a) **Output the pay scale:** the pay per performance per happy clown; the bonus per performance for making balloon animals; the pay per performance per sad clown; the bonus per performance for doing pratfalls.
   (b) **Output the inputs:** the number of performances this week; the number of happy clowns; the number of happy clowns who made balloon animals; the number of sad clowns; the number of sad clowns who did pratfalls.
   (c) **Output the payout:** the amount in dollars to pay the clowns for this week.

Note that a clown can’t work part of a performance (in this context); that is, the number of performances is constrained to be an integer.

**RUNS:** Run this program three times using three different sets of input values. The first run **MUST** use as its input values: 8 performances, 18 happy clowns, 9 happy clowns who made balloon animals, 13 sad clowns and 7 sad clowns who did pratfalls. For the other two runs, you may choose **APPROPRIATE** values to your liking, but the number of happy clowns who made balloon animals **MUST** be at most the total number of happy clowns, and likewise the number of sad clowns who did pratfalls **MUST** be at most the total number of sad clowns.
IV. ADDITIONAL GRADING CRITERIA

The following grading criteria will apply to ALL CS1313 programming projects, and all grading criteria from previous CS1313 programming projects will apply to this programming project, unless explicitly stated otherwise.

A. Additional Grading Criteria for C Source Code

1. **Declaration subsections**: Within the declaration section, there MUST be a subsection of named constant declarations, followed by a subsection of variable declarations. These two declaration subsections MUST be clearly labeled by comments, as shown in my_number.c.

2. **Declaration subsection order**: The named constant declaration subsection MUST appear BEFORE the variable declaration subsection, and therefore ALL named constant declarations MUST appear before ANY variable declarations, as shown in my_number.c.

3. **Named constant and variable declaration order**: ALL float named constants MUST be declared before ANY int named constants. Likewise, ALL float variables MUST be declared before ANY int variables.

4. **Declaration comments**: Named constant and variable declarations MUST be preceded by comments clearly explaining the nature and purpose of each declared name, as shown in my_number.c.

5. **No mixing of sections and subsections**: You are ABSOLUTELY FORBIDDEN to have:
   - (a) ANY declarations in your program body;
   - (b) ANY inputs or calculations in your greeting subsection;
   - (c) ANY calculations, or outputs other than prompts, in your input subsection;
   - (d) ANY inputs or outputs in your calculation subsection;
   - (e) ANY inputs or calculations in your output subsection.

6. **Numeric literal constants** are ABSOLUTELY FORBIDDEN in a program’s execution section (body). (They are permitted in the declaration section when initializing variables and named constants.) All numeric constants used in the program body MUST be named constants. **There are NO EXCEPTIONS to this rule.**

7. **Numeric literal constants embedded inside string literals** are also ABSOLUTELY FORBIDDEN in the program body; for example, the statement below is NOT acceptable:
   
   ```
   printf("This is the year 2015.\n"); /* <-- BAD BAD BAD! */
   ```

   The only exception to this rule is the use of numeric literal constants in placeholder format descriptors, which you aren’t expected to use for this project.

8. **Constant names** , like variable names, MUST be meaningful, and MUST satisfy the “favorite professor” rule.

9. **Constant names that reflect the value of the constant**, rather than its purpose, are ABSOLUTELY FORBIDDEN (for example, zero and two are NOT ACCEPTABLE as constant names).

10. **Assignment statements** MUST have the following format: indentation, followed by the name of the variable whose value is being assigned, followed by one or more blank spaces (usually just one), followed by a single equals sign, followed by one or more blank spaces (usually just one), followed by the expression to calculate the variable’s value, followed by the statement terminator.
11. **Expressions in assignment statements** MUST have the following format:

(a) Each operator (for example, + - * /) MUST be surrounded on each side by one or more blank spaces.

(b) An open parenthesis MUSTN’T have any blank spaces to its right.

(c) A close parenthesis MUSTN’T have any blank spaces to its left.

(d) If an expression requires multiple lines of source code text, then each line (other than the last) MUST end with an operator (or the equals sign), and corresponding parts of the expression MUST line up.

For example:

```plaintext
happy_clown_pay_per_performance_in_dollars =
  (number_of_happy_clowns *
   happy_clown_wage_per_performance_in_dollars) +
  (number_of_happy_clowns_who_made_balloon_animals *
   balloon_animal_bonus_per_performance_in_dollars);
```

(Note that this example is only part of a complete calculation.)

**B. Additional Grading Criteria for Summary Essays**

You will need to write TWO SUMMARY ESSAYS, one for EACH of the two programs. Together, they will be worth at least 10% of the project’s total value, and each MUST cover the points listed in the specification for Programming Project #1. For this project, each of the two summary essays MUST be at least half a page single spaced or a full page double spaced, in a 10 to 12 point font, with margins of 0.75 to 1.25 inches on each side.

**V. SCRIPTS**

Before creating either of your two script files, thoroughly test and debug both of your programs. Be sure to test them with the input values that you will be required to use in your script files. To ensure that they are producing the correct results, calculate the correct results by hand, and compare your hand-calculated values to the associated program output.

As you develop your programs, you will compile, run, test and then script each of these programs separately, using the scripting process described in Programming Project #1. You will create two separate script files, one for each of the two programs. **You are ABSOLUTELY FORBIDDEN to use a single script file for both programs.** The script files MUST be named:

```
pp3_conversions.txt  pp3_clowns.txt
```

**VI. WHAT TO SUBMIT**

Submit materials **bound in the following order:** cover page, conversions summary, conversions script file, clowns summary, clowns script file, bonus form (if any). **NOTE** that you will have **ONLY ONE COVER PAGE.**

If you have difficulty binding together so many pages, it is recommended either to use a large black binder clip, or to staple each of the two subsets together and then to staple the last page of conversions to the first page of clowns.

You will also need to **UPLOAD** both source files and both script files to the D2L dropbox for PP#3.

For this project, you are not required to include idiotproofing checks on the input, because we have not yet learned if statements. Future programming projects will include idiotproofing.

It is **YOUR** responsibility to read and comply with all of the grading criteria listed for Programming Projects #1 and #2, as well as the additional criteria for this project.
VII. EXTRA CREDIT

You can receive an extra credit bonus of as much as 5% of the total value of PP#3 by doing the following:

1. Attend at least one CS1313 help session for at least 30 minutes, through Wed Feb 25.
2. During the help session that you attend, work on CS1313 assignments (ideally PP#3, but any CS1313 assignment is acceptable). **YOU CANNOT GET EXTRA CREDIT IF YOU DON’T WORK ON CS1313 ASSIGNMENTS DURING THE HELP SESSION.**
3. Before you leave the help session, fill out BOTH halves of the form on the last page of this project specification and have the help session leader (instructor or TA) sign BOTH halves. **THE FORM CANNOT BE SIGNED UNTIL IT IS COMPLETELY FILLED OUT.**
4. Attach the bottom half of the form to your PP#3 clowns script printout, **AFTER** the script itself, and keep the top half for your own records.

**BONUS VALUE NOTICE:** Up through Wed Feb 18, the extra credit bonus will be worth 5% of the total value of PP#3, but from Mon Feb 23 through Wed Feb 25, the extra credit bonus will be worth only 2.5% of the total value of PP#3. That is, **YOU’LL GET TWICE AS MUCH EXTRA CREDIT DURING THE FIRST WEEK AS DURING THE SECOND WEEK.**

**NOTE:** This extra credit bonus **WON'T** be available on any other programming project unless explicitly stated so in that project’s specification.
CS1313 PROGRAMMING PROJECT #3 BONUS REQUEST FORM

Name ___________________________________________________________ Lab __________
Help Session Date ________________
Help Session Time (Arrive) ____________ Help Session Time (Depart) ________________

Instructor Signature ____________________________________________

Keep this copy for your records.

CS1313 PROGRAMMING PROJECT #3 BONUS REQUEST FORM

Name ___________________________________________________________ Lab __________
Help Session Date ________________
Help Session Time (Arrive) ____________ Help Session Time (Depart) ________________

Instructor Signature ____________________________________________

Submit this copy.
In your submission, attach this copy AFTER your clowns script file printout.
If you put this in the wrong place in your submission, then you WON'T get the extra credit.