Ceng198
Introduction to Computer Programming
Grading Lab#2

Sections 1 and 2.

"Guessing Game"

Write a program in order to play the game "Game of Guessing". Your program should generate a random number and the user should try to figure out that number. According to the users guess, the program should also direct the user, such as; if the user guesses a number less than the computers number the program should warn the user with a message as; "Too low, a little bit higher please". And when the user finds the number the program should print the number of tries that the user did to find the number.

Sample Run: (Let's say the computer generates a number: 55)

```
I have a number, try to guess it: 43
Too low, a little bit higher please: 70
Too high, a little bit lower please: 60
Too high, a little bit lower please: 50
Too low, a little bit higher please: 55
You found the number! Congratulations!
Number of tries = 5
```

Hint: To generate a random number include the libraries;

`#include<stdlib.h>` and `#include<time.h>`

And add the following code to your main program;

```
srand(time(0));
```

`number = rand()%100` (generates a number between 0-99)

Sections 3 and 4.

One large chemical company pays its salespeople on a commission basis. The salespeople receive $200 per week plus 8 percent (if he/she sold less then 2500$ worth of

chemicals in a week) or 12 percent (if he/she sold more then 2500$ worth of chemicals in a week) of their gross sales for that week.

For example, a salesperson who sells $5000 worth of chemicals in a week receives $200 plus 12 percent of $5000, or a total of $800.

Develop a complete C program that uses any of the repetitive structures to input each salesperson's gross sales for last week and calculate and display that salesperson's earnings.

Sample Run:

```
Enter sales in dollars (-1 to end): 5000
Salary is: $800.00
```