

Informatik für Mathematiker und Physiker **Serie 11** **HS07**

URL: http://www.ti.inf.ethz.ch/ew/courses/Info1_07/

Skript-Aufgabe 90 (4 Punkte)

Write programs that produce turtle graphics drawings for the following Lindenmayer systems (Σ, P, s).

a) $\Sigma = \{F, +, -\}$, $s = F + F + F + F$ and P given by

$$F \mapsto FF + F + F + F + F - F.$$

b) $\Sigma = \{X, Y, +, -\}$, $s = Y$, and P given by

$$X \mapsto Y + X + Y$$

$$Y \mapsto X - Y - X.$$

For the drawing, use rotation angle $\alpha = 60$ degrees and interpret *both* X and Y as “move one step forward”.

Modifizierte Skript-Aufgabe 93 (4 Punkte)

Define a type Tribool for three-valued logic; in three-valued logic, we have the truth values *true*, *false*, and *unknown*. You should model a Tribool as a struct containing one member of type unsigned int. The values 2, 0, and 1 can be used to represent the three possible truth values.

For the type Tribool, implement the logical operators

```
// POST: returns x AND y  
Tribool operator&& (Tribool x, Tribool y);
```

```
// POST: returns x OR y  
Tribool operator|| (Tribool x, Tribool y);
```

where AND (\wedge) and OR (\vee) are defined according to the following two tables.

\wedge	<i>false</i>	<i>unknown</i>	<i>true</i>	\vee	<i>false</i>	<i>unknown</i>	<i>true</i>
<i>false</i>	<i>false</i>	<i>false</i>	<i>false</i>	<i>false</i>	<i>false</i>	<i>unknown</i>	<i>true</i>
<i>unknown</i>	<i>false</i>	<i>unknown</i>	<i>unknown</i>	<i>unknown</i>	<i>unknown</i>	<i>unknown</i>	<i>true</i>
<i>true</i>	<i>false</i>	<i>unknown</i>	<i>true</i>	<i>true</i>	<i>true</i>	<i>true</i>	<i>true</i>

You should also implement a function that generates a Tribool from an integer.

```
// PRE: val in {0,1,2}  
// POST: return value is a Tribool (0: false, 1: unknown, 2: true)  
Tribool tribool(unsigned int val);
```

That way you can use the functionality in `tribool_truthtables.C` (see course homepage) to print the two truth tables.

Modifizierte Skript-Aufgabe 102 (4 Punkte)

We want to have a function that *normalizes* a rational number, i.e. transforms it into the unique representation in which numerator and denominator are relatively prime, and the denominator is positive. For example,

$$\frac{21}{-14}$$

is normalized to

$$\frac{-3}{2}.$$

The following function declaration seems like a good idea:

```
// POST: r is normalized
void normalize (rational& r);
```

Implement this function according to its postcondition.

Hint: You may want to use the function `gcd` from Section 3.2, modified for parameters of type `int` (how does this modification look like?). You may extend the programs shown in class (available from the course homepage) and use these programs to test the normalization.

Skript-Aufgabe 103 (4 Punkte)

Provide a definition of the following function.

```
// POST: return value indicates whether the linear equation
//       a * x + b = 0 has a real solution x ; if true is
//       returned, the value s satisfies a * s + b = 0
bool solve (double a, double b, double& s);
```

Test your function in a program for at least the pairs (a, b) from the set

$$\{(2, 1), (0, 2), (0, 0), (3, -4)\}.$$

Challenge

You can solve the challenge exercise 106 from the lecture notes. It will be awarded a maximum of 8 points, and thus replaces two of the normal exercises.

Bemerkung

Dies ist die letzte Serie, für die die 50% Regelung des Testates gilt. Das bedeutet, dass Sie mit den letzten beiden Serien Bonuspunkte machen können, falls Sie knapp dran sind.

Abgabe: Bis 11. Dezember 2007, 15.15 Uhr.