Tópico 4 - exercícios

1. O que imprime na tela

```c
#include <stdio.h>
void main(void)
{
    int N, aux=0;
    scanf("%d", &N);          ← 6

    while (N>=1)
    {
        N = N/2;
        aux++;
    }
    printf("%d\n", aux);
}
```

2. O que imprime na tela

```c
#include <stdio.h>
void main(void)
{
    int N, aux=0;
    scanf("%d", &N);          ← 5

    while (N>=1)
    {
        N = N/2;
        aux++;
    }
    printf("%d\n", aux);
}
```

3. O que imprime na tela

```c
#include <stdio.h>
void main(void)
{
    int N, aux=0;
    scanf("%d", &N);          ← -6

    while (N>=1)
    {
        N = N/2;
        aux++;
    }
    printf("%d\n", aux);
}
```

4. O que imprime na tela

```c
#include <stdio.h>
void main(void)
{
    int N, aux=0;
    scanf("%d", &N);          ← 6

    do
    {
        N = N/2;
        aux++;
    }
    while (N>=1);

    printf("%d\n", aux);
}
```

5. O que imprime na tela

```c
#include <stdio.h>
void main(void)
{
    int N, aux=0;
    scanf("%d", &N);

    do
    {
        N = N/2;
        aux++;
    }
    while (N>=1);

    printf("%d\n", aux);
}
```

← 5

6. O que imprime na tela

```c
#include <stdio.h>
void main (void)
{
    int N;
    scanf("%d", &N);
    switch (N)
    {
        case 1:
        case 2:
        case 3: printf("N <= 3\n");
                break;
        case 4:
        case 5:
        case 6: printf("3 < N <= 6\n");
                break;
        case 7:
        case 8:
        case 9: printf("6 < N <= 9\n");
                break;

        default : printf("N < 1 || N > 9\n");
    }
}
```

← 6

7. O que imprime na tela

```c
#include <stdio.h>
void main(void)
{
    int N;
    scanf("%d", &N);
    switch (N)
    {
        case 1:
        case 2:
        case 3: printf("N <= 3\n");
        case 4:
        case 5:
        case 6: printf("3 < N <= 6\n");
        case 7:
        case 8:
        case 9: printf("6 < N <= 9\n");
        default : printf("N < 1 || N > 9\n");
    }
}
```

← 6

8. O que imprime na tela

```c
#include <stdio.h>
void main(void)
{
    int N=-1, aux=0;
    while (N < 0 || N > 9)
    {
        printf("Entre com valor entre 0 e 9\n");
        scanf("%d", &N);                              ←6
    }
    while (N < 10)
        if (N%2==0)
        {
            aux += N;
            N++;
        }
        else N++;
    printf("aux = %d", aux);
}
```

9. O que imprime na tela

```c
#include <stdio.h>
void main(void)
{
    int N=-1, aux=0;
    while (N < 0 || N > 9)
    {
        printf("Entre com valor entre 0 e 9\n");
        scanf("%d", &N);                          ←1
    }
    while (N < 10)
    {
        if (N%2==0)
        {
            aux += N;
            N++;
            continue;
        }
        if (N%5==0)
            break;
        N++;
    }
    printf("aux = %d", aux);
}
```

10. O que imprime na tela

```c
#include <stdio.h>
void main(void)
{
    int i;
    for (i = 0; i < 100; i = i+5)
        printf("%d\n", i);
}
```