TRABALHO 9

Exercício 1

Programa 1

```c
#include <stdio.h>

int main() {
    int a = 10
    printf("%d", a);
    return 0;
}
```

1 erro

Falta ; ao final da linha

Programa 2

```c
int main() {
    printf("Olá, mundo!\n");
    return 0;
}
```

1 erro

Falta #include <stdio.h> no inicio

Programa 3

```c
#include <stdio.h>

int main() {
    int num;
    printf("Digite um número: ");
    scanf("%d", num);
    return 0;
}
```

1 erro

Falta & no scanf. Seria scanf(“%d”,&num);

Programa 4

```c
#include <stdio.h>

int main() {
    printf("O valor é: %d", int x = 5);
    return 0;
}
```

1 erro

Falta definir variável (int x=5) antes do printf

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Programa 5

```c
#include <stdio.h>

int main() {
    x = 5;
    printf("%d", x);
    return 0;
}
```

Falta declarar o tipo da variável

Programa 6

```c
#include <stdio.h>

int main() {
    int num = "100";
    printf("%d", num);
    return 0;
}
```

1 erro

100 não deve apresentar " "

Programa 7

```c
#include <stdio.h>

int main() {
    int x = 5.7;
    printf("%d", x);
    return 0;
}
```

1 erro

X não é int. X é double

Programa 8

```c
#include <stdio.h>

int main() {
    double numero;
    printf("Insira um  numero");
    scan("%lf"&numero);
    printf("%.2lf",numero);
    return 0;
}
```

3 erros

O correto é double, e não doube
O correto é scanf, e não scan
Falta virgula no scanf. Seria scanf(“%lf”,&numero);

Exercício 2

```c
#include <stdio.h>
//Cores ansi
#define RED "\e[0;31m"
#define GRN "\e[0;32m"
#define BLU "\e[0;34m"
#define reset "\e[0m"

  int main()
{
  //Variaveis
  float nota1;
  float nota2;
  float nota3;
  float nota4;
  float nota5;
  float nota6;
  float soma,media;

  //Apresentar
  printf("\nDIGITE AS INFORMAÇÕES: \n");
  printf("\nValor Nota 1: ");
  scanf ("%f", &nota1);
  printf("\nValor Nota 2: ");
  scanf ("%f", &nota2);
  printf("\nValor Nota 3: ");
  scanf ("%f", &nota3);
  printf("\nValor Nota 4: ");
  scanf ("%f", &nota4);
  printf("\nValor Nota 5: ");
  scanf ("%f", &nota5);
  printf("\nValor Nota 6: ");
  scanf ("%f", &nota6);

  //Calculo
  soma=nota1+nota2+nota3+nota4+nota5+nota6;
  media=(nota1+nota2+nota3+nota4+nota5+nota6)/6;

  //Resultados
  printf("\n\u2554\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2557\n");
  printf("\u2551"                    RED"    Notas    "                reset"\u2551");
  printf("\n\u2560\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2563\n");
  printf("\u2551  %.2f      \u2551     ", nota1);
  printf("\n\u2560\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2563\n");
  printf("\u2551  %.2f      \u2551     ", nota2);
  printf("\n\u2560\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2563\n");
  printf("\u2551  %.2f      \u2551     ", nota3);
  printf("\n\u2560\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2563\n");
  printf("\u2551  %.2f      \u2551     ", nota4);
  printf("\n\u2560\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2563\n");
  printf("\u2551  %.2f      \u2551     ", nota5);
  printf("\n\u2560\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2563\n");
  printf("\u2551  %.2f      \u2551     ", nota6);
  printf("\n\u2560\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2563\n");
  printf("\u2551"BLU " Soma: %.2f" reset "\u2551\n",soma);
  printf("\u2560\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2563\n");
  printf("\u2551"GRN " Média: %.2f" reset "\u2551\n",media);
  printf("\u255A\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u2550\u255D\n");


    return 0;
}
```

```
DIGITE AS INFORMAÇÕES:

Valor Nota 1: 1

Valor Nota 2: 2

Valor Nota 3: 3

Valor Nota 4: 4

Valor Nota 5: 5

Valor Nota 6: 6
```

Notas
1.00
2.00
3.00
4.00
5.00
6.00
Soma: 21.00
Média: 3.50

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