



**INSTITUTO FEDERAL**  
Triângulo Mineiro  
Campus Paracatu

Instituto Federal do Triângulo Mineiro - Campus Paracatu

## Manutenção e Suporte em Informática

### Exercícios - Unidade 05

#### Estrutura Condicional - Depuração - Código Fonte

**Disciplina:** Fundamentos de Programação de Computadores

**Turma:** MSI3PA

**Professor:** Edwar Saliba Júnior

### 1) Indique a saída dos códigos-fontes a seguir:

1)

```
int main(){
    float X, Y;

    X = 10;
    Y = X * X;
    X = X * 2;
    X = X * X;
    Y = 2;

    printf("X = %f - Y = %f", X, Y);

    return 0;
}
```

2)

```
int main(){
    int X, Y;
    float Z;

    X = 10;
    Y = 100;
    Z = 1000;
    Z = Z - (X + Y) * 4;
    X = 5;
    Z = Z / 2 + X;

    printf(("X = %d - Y = %d - Z = %f",
    X, Y, Z);

    return 0;
}
```

3)

```
int main(){
    float X, Y;

    X = 4 * pow((3 + (15 / (10-5))),2);
    Y = X * X;
    X = X * X;
    Y = Y / X;

    printf("X = %f - Y = %f", X, Y);

    return 0;
}
```

4)

```
int main(){
    int X, Y;

    X = pow(1,15);
    Y = 27 / (1 + X + (5 / 2 - 1.5));
    X = X * Y;
```

```
        if((X + 2) > Y)
            printf("X = %d - Y = %d", X * X,
    Y);
        else
            printf("X = %d - Y = %d", X, Y *
    Y);

        return 0;
    }
```

5)

```
int main(){
    float X, Y;

    X = 17 - pow(2,4);
    Y = X * 3 - 2;
    if(X < Y)
        Y = 4 / 3;
    else {
        X = X * 2;
        if(X > Y)
            printf("X = %f - Y = %f", X *
    X, Y + 1);
        else
            printf("X = %f - Y = %f", X +
    1, Y * Y);
    }
    return 0;
}
```

6)

```
int main(){
    float X, Y;

    X = 4;
    Y = 2;
    if((X * X) < Y)
        Y = 9 / 3;
    else {
        if(X == (2 * Y))
            Y = pow(Y,3);

        if(Y != (X * 2))
            X = 12;
        printf("X = %f - Y = %f",X +
    1, Y * Y);
        else
            Y = X;
        printf("X = %f - Y = %f",
    pow(X,Y), Y * Y);
    }
    return 0;
}
```

2) Indique a saída dos trechos abaixo, considerando:

A = 8; B = 1; C = 15; D = 3;

a)

```
if(D > 5)
    X = (A + B) * D;
else
    X = (A - B) / C;

printf("X = %f", X);
```

b)

```
if((A > C) && (B != 7)){
    X = (A + 1) * (B - 2);
    X = X * -1;
}
else{
    X = (A * B) / D * (C + D);
    X = X * -1;
}
printf("X = %f", X);
```

c)

```
if((A == 2) || !(B < 7))
    X = (A + 2) * (B - C);
else
    X = (A + B) / D * (C - D);

printf("X = %f", X);
```

d)

```
if(!((A > 2) || !(B < 7))){
    X = A + (B - D);
    X = 15 * 2 + 1 + X * -1;
}
else{
    X = A - X * -1;
    X = X * C + 1;
}
printf("X = %f", X);
```

e)

```
if(!(A > D) || !(B < 7))
    X = A + B * B;
else
    X = A / pow(B, 3);

printf("X = %f", X);
```

f)

```
if(!(A > 3) && (B <= (pow(1, 3))){
    X = A + D;
    X = X - A + pow(1, 125);
}
else {
    X = D / B;
    X = X * C + pow(1, 72);
}
printf("X = %f", X);
```

g)

```
if(((C * C) >= 2) && !(B <= A)){
    X = (A + D) / 2 - D;
    X = 4;
}
else{
    X = D * C - 4;
    X = 4;
}
printf("X = %f", X);
```

h)

```
if((A >= 2) || (C <= 1)){
    X = (A + D) / 2;
    X = X + D * 2;
}
else{
    X = D * C;
    X = X * C + 1;
}
printf("X = %f", X);
```

i)

```
if((A >= D) && !(C != 1)){
    X = (A + D) / 2 - 0.5;
    X = pow(X, 3) + 125;
    X = X / (2 * pow(5, 2));
    X = ((A + D) / 2 - 0.5) + 5;
    X = X / 2;
}
else{
    X = (A + D) / 2 - 0.5;
    X = X + pow(1, 5);
    X = pow(X, 3) + 125;
    X = ((X - 216) * 2) / (2 *
pow(5, 2));
    X = ((A + D) / 2 - 0.5) + 5;
    X = X / 2;
    X = X + 1;
}
printf("X = %f", X);
```

j)

```
if((A >= (C - 2)) || (C <= 1)){
    X = (A + D) / 2;
    X = pow(A, D) / 2 - 18;
    X = pow(X, D) * 18;
    X = (pow(X, D) - 9) * 18;
    X = (X / 17);
}
else{
    X = D * C;
    X = pow(A, D) / 2 - 18;
    X = pow(X, D) * 18;
    X = (pow(X, D) * 34) * 18;
    X = (X / 9);
}
X = 1;
printf("X = %f", X);
```