

```

/*
    Blatt 03 Aufgabe 01
*/

#include <stdio.h>

void ausgabeFeld(int *, int);
int bestimmeMin(int *, int);
void selectionSort(int *, int);

void main()
{
    int feld[]={9,4,6,10,5,1,3,2,6}, laenge=sizeof(feld)/sizeof(int);

    ausgabeFeld(feld, laenge);
    selectionSort(feld, laenge);
    ausgabeFeld(feld, laenge);
}

void ausgabeFeld(int * feld, int laenge)
{
    int i;

    for (i=0; i<laenge; i++)
        printf("%i ", feld[i]);
    printf("\n\n");
}

int bestimmeMin(int * feld, int laenge)
{
    int minIndex, i;

    for (i=0, minIndex=0; i<laenge; i++)
        if (feld[i]<feld[minIndex]) minIndex=i;

    return minIndex;
}

void selectionSort(int * feld, int laenge)
{
    int tmp, minIndex;

    if (laenge>=1)
    {
        minIndex=bestimmeMin(feld, laenge);
        tmp=feld[0];
        feld[0]=feld[minIndex];
        feld[minIndex]=tmp;

        selectionSort(feld+1, laenge-1);
    }
}

```

```
/*  
    Blatt 03 Aufgabe 02
```

```
*/
```

```
#include <stdio.h>
```

```
int binomial(int , int);
```

```
void main()
```

```
{
```

```
    int n,k;
```

```
    do
```

```
    {
```

```
        printf("n: ");
```

```
        scanf("%i", &n);
```

```
        printf("k: ");
```

```
        scanf("%i", &k);
```

```
    } while (n<0 || k<=0 || k>=n);
```

```
    printf("\nn ueber k ergibt %i\n\n", binomial(n,k));
```

```
}
```

```
int binomial(int n, int k)
```

```
{
```

```
    if ((!k || k==n) && n>=0) return 1;
```

```
    return binomial(n-1,k)+binomial(n-1,k-1);
```

```
}
```

```
/*
```

```
Blatt 03 Aufgabe 03
```

```
*/
```

```
#include <stdio.h>
```

```
int Q(int, int);
```

```
void main()
```

```
{
```

```
    int a, b;
```

```
    printf("a: ");
```

```
    scanf("%i", &a);
```

```
    printf("b: ");
```

```
    scanf("%i", &b);
```

```
    printf("%i / %i = %i", a,b,Q(a,b));
```

```
    printf("\n\n");
```

```
}
```

```
// Gibt nach Rekursion ganzzahliges Ergebnis von a/b zurück
```

```
int Q(int a, int b)
```

```
{
```

```
    if (a>=b) return Q(a-b,b)+1;
```

```
    else return 0;
```

```
}
```

```
/*
```

```
    Blatt 03 Aufgabe 04
```

```
*/
```

```
#include <stdio.h>
```

```
int multi(int, int);
```

```
void main()
```

```
{  
    printf("%i %i ", multi(3,5), multi(2,4));  
}
```

```
int multi(int a, int b)
```

```
{  
    if (b<1) return 0;  
    if (b==1) return a;  
    else return a+multi(a,b-1);  
}
```

```
/*
```

```
Blatt 03 Aufgabe 05
```

```
*/
```

```
#include <stdio.h>
```

```
int fib(int);
```

```
void main()
```

```
{
```

```
    int i;
```

```
    for (i=1; i<20; i++)
```

```
        printf("Anzahl der Jahre: %2i -> Anzahl der Paare: %i4\n", i+1, fib(i));
```

```
}
```

```
int fib(int n)
```

```
{
```

```
    switch (n)
```

```
    {
```

```
        case 1:
```

```
        case 2: return 1;
```

```
        default: return fib(n-1)+fib(n-2);
```

```
    }
```

```
}
```

```
/*  
    Blatt 03 Aufgabe 06  
*/
```

```
#include <stdio.h>
```

```
float potenz(float, int);
```

```
void main()
```

```
{
```

```
    int n;
```

```
    float x;
```

```
    printf("Bitte Potenz der Form x^n mit x als FLOAT und n als INTEGER: ");
```

```
    scanf("%f^%i", &x, &n);
```

```
    printf("\n%f^%i=%lf\n\n", x, n, potenz(x,n));
```

```
}
```

```
float potenz(float x, int n)
```

```
{
```

```
    if (!n) return 1;
```

```
    if (n<0) return 1/potenz(x,(-1)*n);
```

```
    if (!(n%2)) return potenz(x, n/2)*potenz(x, n/2);
```

```
    else return potenz(x,(n-1)/2)*potenz(x,(n-1)/2)*x;
```

```
}
```

```
/*  
    Blatt 03 Aufgabe 07
```

```
*/
```

```
#include <stdio.h>
```

```
int GGT(int, int);
```

```
void main()
```

```
{
```

```
    int a, b;
```

```
    do
```

```
    {
```

```
        printf("a: ");
```

```
        scanf("%i", &a);
```

```
        printf("b: ");
```

```
        scanf("%i", &b);
```

```
    } while (a<0 || b<=0);
```

```
    printf("\nDer GGT von %i und %i ist %i", a,b,GGT(a,b));
```

```
    printf("\n\n");
```

```
}
```

```
int GGT(int a, int b)
```

```
{
```

```
    if (!b) return a;
```

```
    return GGT(b, a%b);
```

```
}
```