

Write four individual C programs that:

1. Reads two real numbers from the keyboard
Prints the minimum

```
// hw4.1.c
// gcc -o hw4.1 hw4.1.c

#include <stdio.h>

int main()
{
    float x, y;

    scanf( "%f %f", &x, &y );

    if( x < y ) printf( "%f\n", x );
    else         printf( "%f\n", y );

    return 0;
}
```

2. Reads a first name from the keyboard
Prints the name and how long it is (# characters)

```
// hw4.2.c
// gcc -o hw4.2 hw4.2.c

#include <stdio.h>
#include <string.h>

int main()
{
    char firstname[ 32 ];

    scanf( "%s", firstname );

    printf( "%s %i\n", firstname, strlen( firstname ) );

    return 0;
}
```

3. Reads an integer entered from the keyboard as a C-string
Converts the string to an integer prints it

```
// hw4.3.c
// gcc -o hw4.3 hw4.3.c

#include <stdio.h>
#include <stdlib.h>

int main()
{
    char int_string[32];

    scanf( "%s", int_string );

    printf( "%i\n", atoi( int_string ) );

    return 0;
}
```

4. Defines a struct type named 'Info' that contains as data members:
2 real numbers, a string, an integer
Declares a struct variable, fills it with values entered from the keyboard, and prints the struct values.

```
// hw4.4.c
// gcc -o hw4.4 hw4.4.c

#include <stdio.h>

typedef struct
{
    float x, y;
    char s[32];
    int i;
} Info;

int main()
{
    Info info;

    scanf( "%f %f %s %i", &info.x, &info.y, &info.s, &info.i );
    printf( "%f %f %s %i", info.x, info.y, info.s, info.i );

    return 0;
}
```