

Homework 3 (15 points)

Arrays and pointers (Fibonacci numbers)

1. (4 points) Rework the code you obtained in HW2.3:
 - ▶ Define in the `main()` function a local array of a constant length.
 - ▶ Rewrite the `fibonacci(int x0, int x1, int n)` function so that it
 - 1.1 accepts the array as an additional parameter and
 - 1.2 fills the passed array with the first `n` Fibonacci numbers starting with `x0`, `x1`.
 - ▶ Pass the array you defined in the `main()` function to the `fibonacci()` function.
2. (3 points) Rework the code you produced in HW3.1:
 - ▶ Add a function `printIntArray()` so that it
 - 2.1 accepts an `int` array as a parameter and
 - 2.2 prints its contents.
 - ▶ Remove the printing code from the `fibonacci()` function.
 - ▶ Modify the `main()` function to use both `fibonacci()` and `printIntArray()`.

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3. (4 points) Rework the code you obtained in HW3.2 to use a dynamically-allocated array of a variable length (entered by the user) instead of a constant size local array.
4. (4 points) Modify the code you obtained in HW3.3 to accept three command line arguments `n`, `x0` and `x1`, instead of asking the user to enter them manually. For example, if the executable file is called `fibonacci`, the command line

```
fibonacci 40 0 1 [ENTER]
```

should print the first 40 Fibonacci numbers starting with 0, 1 and `exit`¹.

E-mail the answer and the source code to `ljank@ippt.pan.pl`.

¹In Dev C++ you can use the menu 'Execute → Parameters' to specify the arguments instead of running the program from the command line.