Exercises
3 – Variables, Types, Operators and Control Flow

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Exercise 1

Write a program that reads from the keyboard an integer *x* and computes the number of bytes necessary to store *x* variables of type *int*.

Input

3

Output

12

Exercise 2

Write a program that reads from the keyboard a lower case character, and prints it in upper case.

Input

c

Output

C

Exercise 3

Write a program that reads from the keyboard three numbers
(also reals) and prints their average, with three decimal digits.

Input

1
2
3

Output

2.000

Input

10.5
23.46
31.24

Output

21.733

Exercise 4

Write a program that reads from the keyboard a number and decides whether it is even or not, printing, respectively, 1 or 0.

Input

15

Output

0

Input

4

Output

1

Exercise 5

Write a program that reads from the keyboard three numbers
and prints the max of them.

Input
17
7
12

Output
15