

# Programming with C I

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# Library Functions

## code reuse

- reusing program fragments that have already been written and tested

## C standard libraries

- many predefined functions can be found here

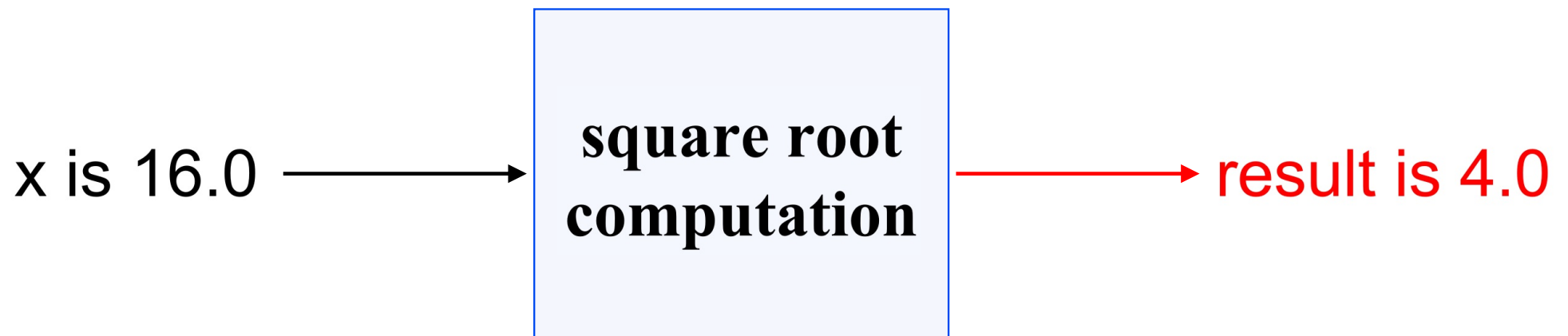
**stdio.h**

**math.h**

**Note:** must use `-lm` flag to compile when using math library  
For example, `gcc -o exe -Wall my_c_program.c -lm`

## Figure Function `sqrt` as a “Black Box”

**function `sqrt`**



# C Math Library Functions

## Examples






- `abs(x)`
- `ceil(x)`
- `log(x)`
- `sin(x)`
- `sqrt(x)`

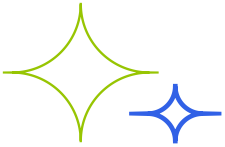
## Figure Function scale

```
/*  
 * Multiplies its first argument by the power of 10 specified  
 * by its second argument.  
 * Pre : x and n are defined and math.h is included.  
 */  
double  
scale(double x, int n)  
{  
    double scale_factor;    /* local variable */  
    scale_factor = pow(10, n);  
  
    return (x * scale_factor);  
}
```

## Wrap Up

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-  Code reuse is good.
-  When possible, develop your solution from existing information.
-  Use C's library functions to simplify mathematical computations.
-  You can write functions with none, one, or multiple input arguments.
-  Functions can only return one value.



# THE END

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