

Final Exam: ASD2

Exercise 1 (5 pts) :

1. Define an enumeration named `GradeCategory` with the following values: `FAIL` , `PASS` , `GOOD` , and `EXCELLENT`.
2. Define a structure named `StudentModule` that contains:
 - `moduleName` (a character array).
 - `score` (a float).
3. Write a function `getCategory` that takes a `StudentModule` as an argument and returns the corresponding `GradeCategory` :
 - `FAIL` if `score < 10`.
 - `PASS` if $10 \leq \text{score} < 12$.
 - `GOOD` if $12 \leq \text{score} < 15$.
 - `EXCELLENT` if `score  $\geq 15$` .

Exercise 2 (5 pts) :

1. Write a program that reads integers from a text file named `numbers_list.txt`.
2. Count how many of these integers are even and how many are odd.
3. Write all the even numbers to a new text file named `even_numbers.txt` and all the odd numbers to `odd_numbers.txt`.
4. Finally, print the total count of even and odd numbers to the console.

Exercise 3 (5 pts) :

1. Write a function `void incrementBy(int *value, int amount)` that takes a pointer to an integer and an integer `amount`. The function should increment the value pointed to by `value` by `amount`.
2. In the main function:
 - Declare an integer variable `counter` and initialize it to 50 .
 - Declare an integer variable `step` and initialize it to 10 .
 - Call `incrementBy` to increase `counter` by `step`.
 - Print the value of `counter` before and after the function call to verify the change.

Exercise 4 (5 pts) :

Given the following structure for a singly linked list node:

```
typedef struct Node {  
    int data;  
    struct Node *next;  
} Node;
```

1. Write a function `Node* insertAtEnd(Node* head, int newData)` that creates a new node with `newData` and inserts it at the end of the singly linked list. The function should return the head of the list.
2. In the main function:
 - Create an empty linked list.
 - Use `insertAtEnd` to add the values 10 , 20 , and 30 to the list.
 - Write a small loop to print all elements of the list to verify the insertion.
 - Free the allocated memory.

GOOD LUCK!