

## Rešitve pisnega izpita z dne 30. junija 2003

### 1. naloga (25%)

```
void diamant(int n) {
    int i, j;

    for( i=0; i<n; i++ ) {
        for( j=n-i; j>0; j-- )
            printf(" ");
        for( j=0; j<(2*i+1); j++ )
            printf("*");
        printf("\n");
    }
    for( j=0; j<2*n+1; j++ )
        printf("*");
    printf("\n");
    for( i=n-1; i>=0; i-- ) {
        for( j=n-i; j>0; j-- )
            printf(" ");
        for( j=0; j<(2*i+1); j++ )
            printf("*");
        printf("\n");
    }
}
```

### 2. naloga (25%)

```
int tretji(int polje[], int vel) {
    int i,j,tmp;

    if( vel < 3 )
        return(-1);
    for( i=0; i<3; i++ )
        for( j=i+1; j<vel; j++ )
            if( polje[j] > polje[i] ) {
                tmp=polje[j];
                polje[j]=polje[i];
                polje[i]=tmp;
            }
    return(polje[2]);
}
```

### 3. naloga (25%)

```
#include <stdio.h>

main(int argc, char *argv[]) {
    FILE *fp1, *fp2;
    int ch1, ch2, st=1;

    fp1 = fopen(argv[1], "r");
    fp2 = fopen(argv[2], "r");
    while( ((ch1=getc(fp1)) != EOF) && ((ch2=getc(fp2)) != EOF) && (ch1 == ch2) ) {
        if( ch1 == '\n' )
            ++st;
    }
    if (ch1 == EOF) // ce se je while zanka koncala, ker je konec prve datoteke
        ch2=getc(fp2); // preberi se ustrezen znak v drugi datoteki
    if (ch1 != ch2)
        printf("Datoteki se razlikujeta v znaku %c in %c, v vrstici %d.\n", ch1, ch2, st);
    else
        printf("Datoteki sta enaki.\n");
    fclose(fp1);
}
```

```
    fclose(fp2);  
}
```

#### 4. naloga (25%)

```
struct element {  
    int vred;  
    struct element *nasl;  
    struct element *pred;  
};  
  
// predpostavimo, da so elementi v vrsti urejeni NARASCAJOCE  
  
void dodaj(struct element **p, int e) {  
    struct element *q, *r;  
  
    q = (struct element*) malloc(sizeof(struct element));  
    q->vred = e;  
    if ( (*p == NULL) || (e <= (*p)->vred) ) { // dodaj na zacetek seznama  
        q->nasl = *p;  
        q->pred = NULL;  
        if ( *p != NULL )  
            (*p)->pred = q;  
        *p = q;  
    } else {  
        // poisci ustrezno mesto v seznamu za nov element  
        r = *p;  
        while ( (r->nasl != NULL) && (r->nasl->vred < e) )  
            r = r->nasl;  
        // dodaj za element, na katerega kaze r  
        q->nasl = r->nasl;  
        if (r->nasl != NULL)  
            r->nasl->pred = q;  
        r->nasl = q;  
        q->pred = r;  
    }  
}
```