**Part B**

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1. Leave off the & in a scanf.

**Run-Time Error. The program stops abnormally and opens a window that says: “money.exe has stopped working”**

1. Put an assignment statement to figure out a value BEFORE any scanf, similar to the error created in the file babysitwrong.c from week1.

**Logic Error. The program compiles and runs, but a random number is printed for the variable assigned before the scanf.**

1. Make all of your variables integers, but try to enter a double for one of the input values.

**Logic Error. The program compiles and runs, but the decimal part of the number is lost. (EX: If you enter 1.5, the value of 1 is stored. This can be seen by printing the variable)**

Create your Own Errors:

1. Make a printf statement that includes a %d for an integer, but provide no integer to print. [EX: printf(“The answer is %d .\n”) ];

**Logic Error. A random number is printed.**

1. Make a scanf statement that includes a %lf for a double, but provide an integer to store the value in.

EX: int whole\_number = 0;

 scanf(“%lf”, &whole\_number);

**Logic Error. A random number is stored in the integer.**