

1. Study Chapter 2, Section 2.1.

2. Do Problem 2.8.

Use local variables.

IMPORTANT: All programming assignments must begin with a documentation section that contains

(1) your name and

(2) the assignment number.

There will be a 10% penalty for all files that do not have the required documentation section at the top of the source code.

Write your program in C using the CLion IDE from JetBrains. See this [link](#) for how to obtain the IDE for free as a student. See this [link](#) for how to install the IDE.

After you write and debug your program, duplicate your `main.c` file. Then, rename the copy to `xxmain.c` where `xx` is your assigned two-digit number. For example, if your two-digit number is 99 you would rename it

```
99main.c
```

Hand in this duplicated and renamed file as an attachment in Canvas under Assignment 2a.

3. Draw a picture of the runtime stack for your program just before execution of

```
return 0;
```

in `main()`. Assume the input is

```
13 4
```

Use the style of Figure 2.8.

Hand in the file as an attachment in Canvas under Assignment 2b.