

```
#include <stdio.h>
#include <stdlib.h>

int main()
{
    char weight[4];
    int w;

    printf("Enter your weight:");
    gets(weight);
    w=atoi(weight);

    printf("Here is what you weigh now: %d\n",w);
    w=w+1;
    printf("Your weight after the potatoes: %d\n",w);
    w=w+1;
    printf("Here you are after the mutton: %d\n",w);
    w=w+8;
    printf("And your weight after dessert: %d pounds!\n",w);
    printf("Lardo!\n");
    return(0);
}
```

Type the preceding source code into your text editor. The only truly new material in this example is the  $w=w+1$  equation, which increments the value of the  $w$  variable by one. The final equation,  $w=w+8$ , adds eight to the value of the  $w$  variable.

Check your typing and be mindful of semicolons and double quotes. Save the file to disk as LARDO.C.

Compile LARDO.C. Fix any errors, if need be.

The following sample of the program's final run uses 175 as the user's weight:

```
Enter your weight:175
Here is what you weigh now: 175
Your weight after the potatoes: 176
Here you are after the mutton: 177
And your weight after dessert: 185 pounds!
Lardo!
```

- ✔ This program doesn't need to be insulting — but what the hey! The idea in this example is to show how the  $w=w+1$  equation is used to add 1 to the value of a variable. It's called *incrementation*. (It's what God does to your weight every morning that you lug your pudgy legs onto the scale.)
- ✔ Yeah, 175 pounds! I'm sure that you typed an equally modest value rather than something more representative of your true girth.