

```

1: #include <stdio.h>
2: #include <stdlib.h>
3:
4: void displayHailestoneSeq(int num);
5:
6: /* run this program using the console pauser or add yo
7: int num1, num2=7;
8: //V3
9: int main(int argc, char *argv[]) {
10:     printf("Hailstone Sequence V1\n");
11:     printf("Dose arithmo:");
12:     scanf("%d",&num1);
13: // printf("0 arothoms einai %d\n", num);
14:     displayHailestoneSeq(num1);
15: // while(1){
16: //     if(num == 1)
17: //         return 0;
18: //     if(num%2==0)
19: //         num=num/2;
20: //     else {
21: //         num = num*3;
22: //         num = num+1;
23: //     }
24: ////         num= num*3+1;
25: //     printf("%d\n",num);
26: // }
27:     printf("\n0 num2 einai %d\n", num2);
28:     displayHailestoneSeq(num2);
29:     return 0;
30: }
31:
32: void displayHailestoneSeq(int num){
33:     while(1==1){
34:         if(num == 1)
35:             return 0;
36:         if(num%2==0)
37:             num=num/2;

```

```

38:         else {
39:             num = num*3;
40:             num = num+1;
41:         }
42: //     num= num*3+1;
43:     printf("%d\n",num);
44: }
45: }
46: //V2
47: //int main(int argc, char *argv[]) {
48: // printf("Hailstone Sequence V1\n");
49: // printf("Dose arithmo:");
50: // scanf("%d",&num);
51: ////     printf("O arothoms einai %d\n", num);
52: // while(1==1){
53: //     if(num == 1)
54: //         return 0;
55: //     if(num%2==0)
56: //         num=num/2;
57: //     else {
58: //         num = num*3;
59: //         num = num+1;
60: //     }
61: ////     num= num*3+1;
62: //     printf("%d\n",num);
63: // }
64: // return 0;
65: //}
66:
67: //V1
68: //int main(int argc, char *argv[]) {
69: // printf("Hailstone Sequence V1");
70: // printf("Dose arithmo:");
71: // scanf("%d",&num);
72: ////     printf("O arothoms einai %d", num);
73: // if(num == 1)
74: //     return 0;

```

```
75: // if(num%2==0)
76: //     num=num/2;
77: // else {
78: //     num = num*3;
79: //     num = num+1;
80: // }
81: ////     num= num*3+1;
82: // printf("%d",num);
83: //
84: // return 0;
85: //}
```