

- 1.– Create a folder named C on the hard drive.

Navigate to the folder and create the text files `prog.c`, `sub1.c`, `sub2.c` and `sub3.c`.

Please refer to the C program listed on the following pages.

Using a Wordpad-type application or an editor such as Geany, SciTe, Emacs, or Vim, write the `main()` function in the file. `prog.c` and the `Generate()`, `Alter()`, and `Print_sol()` functions will be written in the files `sub1.c`, `sub2.c` and `sub3.c` respectively.

You are asked to:

- a) Examine, analyze, and explain the operation of the main program and each of the subroutines.

- b) Build the executable program `prog.exe` using the instructions

```
$ gcc prog.c sub1.c sub2.c sub3.c -O2 -o prog.exe
```

and verify that it works correctly.

- c) Delete the executable program `prog.exe` and rebuild it using the instructions

```
$ gcc sub1.c -O2 -c -o sub1.o
$ gcc sub2.c -O2 -c -o sub2.o
$ gcc sub3.c -O2 -c -o sub3.o
$ gcc prog.c -O2 -c -o prog.o
$ gcc prog.o sub1.o sub2.o sub3.o -O2 -o prog.exe
$ del prog.o sub1.o sub2.o sub3.o
```

and verify that it works correctly.

- d) Delete the executable program `prog.exe` and rebuild it using the instructions

```
$ gcc sub1.c -O2 -c -o sub1.o
$ ar r libsubs.a sub1.o
$ del sub1.o

$ gcc sub2.c -O2 -c -o sub2.o
$ ar r libsubs.a sub2.o
$ del sub2.o

$ gcc sub3.c -O2 -c -o sub3.o
$ ar r libsubs.a sub3.o
$ del sub3.o

$ gcc prog.c -O2 -c -o prog.o
$ gcc prog.o libsubs.a -O2 -o prog.exe
$ del prog.o
```

and verify that it works correctly.

```

/* Primitive style program */

#include <stdio.h>
#include <stdlib.h>
#define MX 1000

int main(void)
{
    void Generate(int, double [ ]);
    void Alter(int, double [ ]);
    void Print_sol(int, double [ ]);

    int n;
    double v[MX];

    ReadNComponents:
        printf("\n Indicate the number of components: ");
        scanf("%d", &n);
    if (n < 1 || n > MX) goto ReadNComponents;

    Generate(n, v);
    Alter(n, v);
    Print_sol(n, v);

    fflush(stdin); getchar( );
    exit(0);
}

```

/*
Generate function, difficult to understand and whose purpose is unknown
It uses the functions of the standard library:

```
void srand(unsigned int iseed)
    -> it uses iseed as seed of a sequence
        of pseudo-random numbers
int rand(void)
    -> it returns a pseudo-random number
        (integer) in the range 0-RAND_MAX
```

*/

```
#include <stdio.h>
#include <stdlib.h> /* It declares the functions srand( ), rand( ) */
```

```
void Generate(int n, double v[ ])
{
    int iseed,
        i;

    ReadSeed:
        printf("\n Indicate the seed (integer number > 0): ");
        scanf("%d", &iseed);
    if (iseed < 0 ) goto ReadSeed;

    srand(iseed);
    i = 0;
    Generate:
        v[i] = (double) ((float) ((double) rand( ) / (double)
RAND_MAX));
        i++;
    if (i < n) goto Generate;
}
```

```
/*  
Alter function, difficult to understand and whose purpose is unknown  
*/
```

```
void Alter(int n, double v[ ])  
{  
    int i, j;  
    double vc;  
  
    i = 0;  
    Externalloop:  
        j = n - 1;  
        Internalloop:  
            if (v[i] <= v [j]) goto Continue;  
            vc = v[i];  
            v[i] = v[j];  
            v[j] = vc;  
            Continue:  
                j--;  
            if (j > i) goto Internalloop;  
            i++;  
        if (i < n - 1) goto Externalloop;  
}
```

```
/*  
Print function, difficult to understand and whose purpose is unknown  
*/
```

```
#include <stdio.h>  
#include <stdlib.h>  
void Print_sol(int n, double v[ ])  
{  
    int i;  
  
    printf("\n\n RESULT:\n\n");  
  
    i = 0;  
    Writing:  
        printf(" v[%5d] = %20.9f\n", i, v[i]);  
        i++;  
    if (i < n) goto Writing;  
}
```