### (1) Task 1

(1) Write a C program that uses standard I/O libraries to display the contents of text files. The program is compiled and linked by the make tool, which requires the generation of the.o file first, and then the generation of the executable file, and the function of deleting the intermediate file (.o) in the makefile file.

```
#include <stdio.h>
int main(int argc, char* argv[])
{
    char buf[1024] = { 0 };
    FILE* fp = fopen(argv[1],"r");
    if (argc < 2)
    {
        printf("please input source file!\n");
    }
    if (fp == NULL)
    {
        printf("open source %s failed\n", argv[1]);
        return -1;
    }
    while (fgets(buf,1024, fp))
    {
        printf("%s\n", buf);
    }
}</pre>
```

```
> This is a sample text file."
Hello, world!
This is a sample text file.

86184@□□ MINGW64 ~/Desktop/我的作业

$ ■
```

#### (2) Task 2

(2) Write a C program that displays all the file names in the current directory. The program is compiled and linked by the make tool, which requires the generation of the of file first, and then the generation of the executable file, and the function of deleting the intermediate file (.o) in the makefile file.

#### include <stdio.h>

#### include <dirent.h>

## include <sys/types.h>

```
int main(int argc, char* argv[])
{
    DIR* dirp;
    struct dirent* direntp;
    if ((dirp = opendir(argv[1])) == NULL) {
        printf("error\n");
        // exit(1);
    }
    while ((direntp = readdir(dirp)) != NULL)
        printf("%s\n", direntp->d_name);
    closedir(dirp);
    // exit(0);
}
```

```
·
file1.txt
file2.c
subdir
86184@□□ MINGW64 ~/Desktop/我的作业
```

# (3) Task 3

(3) Write a C program that changes the working directory of the current process. The program is compiled and linked by the make tool, which requires the generation of the of file first, and then the generation of the executable file, and the function of deleting the intermediate file (.o) in the makefile file.

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
int main(){
    char buf[1024] = {0};
```

```
char buf2[1024]={0};
  getcwd(buf, 1024);
  printf("%s\n", buf);
  if(chdir("/home")<0){
      printf("error\n");
  }
  else
  {
      printf("success\n");
  }
  getcwd(buf2,1024);
  printf("%s\n",buf2);
  return 0;
}</pre>
```

