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/*****
*
* HW04 Q3
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* Date : 15 MARCH 2015
* Points : 49
*
*****/
#include <stdio.h>

#define TRUE 1
#define FALSE 0
#define CHARACTERFILE "Files/Q3/CharacterList.txt"
#define SAMPLEFILE "Files/Q3/Sample.txt"
#define ENCODEDFILE "Files/Q3/XUniversityEncoded.txt"
#define PLAINTEXTFILE "Files/Q3/XUniversityMessage.txt"

void swap_int(int *a, int *b);
void swap_char(char *a, char *b);
void sort(char *a, int a_num, char *b, int b_num, char *c, int c_num);
int is_letter(char c);
int read_character_list(FILE* f_in_ptr, char *c1, char *c2, char *c3);
void count_letters(FILE *f_in_ptr, char *c1, char *c2, char *c3);
void decode(FILE *f_in_ptr, FILE *f_out_ptr, char c1, char c2, char c3);

int
main(int argc, char* argv[])
{
    FILE *f_character_list_ptr, *f_sample_file_ptr, *f_encoded_ptr,
        *f_plain_text_ptr;
    int character_number;
    char c1, c2, c3;

    f_character_list_ptr = fopen(CHARACTERFILE, "r");

    if(f_character_list_ptr == NULL){
        printf("ERROR!! Character list file could not be opened to read.\n");
        return 0;
    }

    character_number = read_character_list(f_character_list_ptr, &c1, &c2, &c3);

    if(character_number != 3){
        printf("ERROR!! Number of letter read is not equal to three.\n");
        return 0;
    }

    fclose(f_character_list_ptr);

    f_sample_file_ptr = fopen(SAMPLEFILE, "r");

    if(f_sample_file_ptr == NULL){
        printf("ERROR!! Sample text file could not be opened to read.\n");
        return 0;
    }

    count_letters(f_sample_file_ptr, &c1, &c2, &c3);

    fclose(f_sample_file_ptr);

    f_encoded_ptr = fopen(ENCODEDFILE, "r");
    f_plain_text_ptr = fopen(PLAINTEXTFILE, "w");

    if(f_encoded_ptr == NULL){
        printf("ERROR!! Encoded file could not be opened to read.\n");
        return 0;
    }

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    }

    if(f_plain_text_ptr == NULL){

        printf("ERROR!! Plain text file could not be opened to write.\n");
        return 0;
    }

    decode(f_encoded_ptr,f_plain_text_ptr,c1,c2,c3);

    fclose(f_encoded_ptr);
    fclose(f_plain_text_ptr);

    return 0;
}

/*****
 * Swaps values of two integers
 *****/
void swap_int(int *a, int *b)
{
    int t;
    t = *a;
    *a = *b;
    *b = t;
}

/*****
 * Swaps values of two characters
 *****/
void swap_char(char *a, char *b)
{
    int t;
    t = *a;
    *a = *b;
    *b = t;
}

/*****
 * Sorts characters according to counts. At the end
 * make sure that *c1 keeps most frequent used letter, *c3
 * keeps least frequent used letter and *c2 keeps remained
 * letter
 *****/
void sort(char *a, int a_num, char *b, int b_num, char *c, int c_num)
{
    if(b_num>a_num){
        swap_char(a,b);
    }

    if(c_num>a_num){
        swap_char(a,c);
    }

    if(c_num>b_num){
        swap_char(b,c);
    }
}

/*****
 * Check whether character is big ASCII letter or not
 * return TRUE or FALSE
 *****/
int is_letter(char c)
{
    if(c>='A' && c<='Z'){
        return TRUE;
    }

    else{
        return FALSE;
    }
}

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}

/*****
* Read characters from character list file and if character *
* is letter assign characters to c1, c2 and c3. *
* If file has not three letters assign NULL to input char *
* by order. For ex. file has two letters assign proper *
* letters to c1 and c2 and assign NULL to c3. If file has *
* four letters assign c1, c2 and c3 first three letters. *
* Return number of letters in character list file. *
* Do not forget to count only proper letters with your *
* is_letter function. Return number of letters not chars *
*****/
int read_character_list(FILE* f_in_ptr, char *c1, char *c2, char *c3)
{
    int counter = 0;
    char status;
    int letter;

    do{
        status = fscanf(f_in_ptr,"%c",c1);

        if(status == EOF){
            *c1 = ' ';
            return counter;
        }

        letter = is_letter(*c1);
    }while(letter==FALSE);

    ++counter;

    do{
        status = fscanf(f_in_ptr,"%c",c2);

        if(status == EOF){
            *c2 = ' ';
            return counter;
        }

        letter = is_letter(*c2);
    }while(letter==FALSE);

    ++counter;

    do{
        status = fscanf(f_in_ptr,"%c",c3);

        if(status == EOF){
            *c3 = ' ';
            return counter;
        }

        letter = is_letter(*c3);
    }while(letter==FALSE);

    ++counter;
    return counter;
}

/*****
* Read letters from Sample file and compute frequency of *
* letters. Then sort it inside this function. Call sort *
* function. At the end make sure that *c1 keeps most *
* frequent used letter, *c3 keeps least frequent used *
* letter and *c2 keeps remained letter *
*****/

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void count_letters(FILE *f_in_ptr, char *c1, char *c2, char *c3)
{
    char status,temp;
    int a_num=0,b_num=0,c_num=0;

    status = fscanf(f_in_ptr,"%c",&temp);

    while(status != EOF){

        if(temp == *c1){
            ++a_num;
        }

        if(temp == *c2){
            ++b_num;
        }

        if(temp == *c3){
            ++c_num;
        }

        status = fscanf(f_in_ptr,"%c",&temp);
    }

    sort(c1,a_num,c2,b_num,c3,c_num);
}

/*****
 * Read from XUniversityEncoded file to decode message and
 * write decoded (plain text) message to XUniversityMessage
 * file. Make sure c1 keeps most frequent used letter, c3
 * keeps least frequent used letter and c2 keeps remained
 * letter while calling function. According to frequency
 * you know their codes. c1: 0, c2: 10, c3: 110.
 *****/
void decode(FILE *f_in_ptr, FILE *f_out_ptr, char c1, char c2, char c3)
{
    int counter=0;
    int temp,status;

    status = fscanf(f_in_ptr,"%ld",&temp);

    while(status != EOF){

        ++counter;
        if(temp==0){
            switch(counter){

                case 1 : fprintf(f_out_ptr,"%c",c1);
                        break;

                case 2 : fprintf(f_out_ptr,"%c",c2);
                        break;

                case 3 : fprintf(f_out_ptr,"%c",c3);
                        break;
            }
            counter=0;
        }

        status = fscanf(f_in_ptr,"%ld",&temp);
    }
}

```