

Q3

commands for gdb

gcc -g error.c // this is the c file provided

gdb a.out // now we can get the gdb prompt and work with it

list // to able to see line number

break 10 // this is the line "ptr=getInfo()"

run // run until breakpoint

print ptr // we can see the pointer is initialized to 0

step // step into the getInfo function

next next // go to the scanf line

// enter the string

print buffer // we can now see the input string in buffer variable

next //go to the printf line

print ptr // we can see the pointer does not change although buffer is changed

reason for the error

getInfo() is returning a local variable that is destroyed by the time it is used by main

getInfo() has to return constant string to fix the error

Q5

Git question

A)

They can do it by creating branch

1.create a remote repository

git init -bare

2.get the URL

git config -- get remote.origin.url

3.share it with the other person

4.Now the other person can get the repo by

git clone <URL>

5.create new branch for p1 and p2

git branch <name1>

git branch <name2>

6.p1 and p2 go to their own branch to edit file

git checkout <name1>

git checkout <name2>

7.after editing file (for each person)

git add <filename>

git commit -m "msg"

git push <name1>

git push <name2>

8.after adding them to git

Go to master and merge the branches

```
git checkout master
git merge <name1>
git merge <name2>
9.if there is no conflict and everything works out
git branch -d <name1>
git branch -d <name2>
// do not forget to pull master before push else easy to have conflicts
If there is conflict
B)
Have to solve it manually:
Find the conflict and assume use p1's branch
git status // use this to check the status for the conflict
p2 can go to p1's branch : git checkout <name1>
Edit the file
git commit -m "msg"
git push <name1>
Then push branch1 to master and delete files in branch2
git checkout master
git merge <name1>
git branch -d <name1>
git branch -D <name2>
// to avoid conflict pull everytime before making changes
// git pull master before making changes then push to master
```