

CS 214: Systems Programming, Spring 2017

Assignment 2.5: Debugging for fun and profit!

0. Introduction

In this assignment, you will practice one of the most important skills you will need in this course; debugging. This assignment is entirely optional and **individual**.

1. Implementation

You will find attached to this assignment 4 other files:

part1_functions.c	(please modify)
part1_functions.h	(do not modify)
part1_main.c	(do not modify)
recitation1.txt	(do not modify)

The 'functions' files are a header file containing function prototypes, and a source file containing implementations. The 'main' file has a series of calls to code defined in the 'functions' files. Do not alter part1_main.c or part1_functions.h. recitation1.txt has text representing what the 'main' function *should* output when compiled and run. The problem is much of the code in part1_functions.c is incorrect.

Your assignment is to:

- Look at how the functions are defined in part1_functions.h
- Look at how the functions are called in part1_main.c
- Look at what the function output ought to be in recitation1.txt
- Look at the comments in part1_main.c to see what the function ought to do
- Compile and run the functions to see what they do/what happens
- Fix the function implementations in part1_functions.c so they run as expected and their output is the same as the output in recitation1.txt

2. Submission Requirements & Grading

Submit your corrected part1_functions.c file and only that file.

You will receive one point of extra credit applied to Exam0 for each correctly-fixed program *after* the first five. You will only receive credit for programs six through 18, for a total of 13 available extra credit points.

You are allowed and encouraged to work out the first five functions with your classmates and the TAs as they will not be graded. Functions six through 18 must however be worked on individually.