

Name: _____
U#: _____

Exam 3
COP 3514 Program Design

07/12/2013
2:00-3:15 pm

- **Closed books, notes, laptop, phone, neighbors**
- **malloc fail check required for all questions**
- **Good luck!**

1. Write a program that prompts the user to enter a number **N**. It then asks the user to enter **N** double numbers and stores them in an array. Memory for the numbers should be allocated dynamically. After the user enters **N** numbers the elements of the array should be printed in reverse order and the memory should be deallocated.

***NOTE: No input validation required.**

(25 points)

```
#include <stdio.h>
#include <stdlib.h>

int main()
{
    double* array=NULL;
    int N,i;
    printf("Please enter N\n");

    scanf("%d",&N);

    array=(double*) malloc(N*sizeof(double));

    if(array==NULL)
        return -1;

    for(i=0;i<N;i++)
        scanf("%lf",&array[i]);

    for(i=(N-1);i>=0;i--)
        printf("%lf ",array[i]);
    printf("\n");

    free(array);
    array=NULL;
    return 0;
}
```

2. a) Allocate memory for **p1** and **p2**. Set the **first_name** of **p1** to “Channing” and the **last_name** to “Tatum”. Set the **first_name** of **p2** to “Jenna” and the **last_name** to “Dewan”. If a **malloc** fails return -1.

(5 points)

```
typedef struct
{
    char* first_name;
    char* last_name;
}Person

Person* p1=NULL;
Person* p2=NULL;

p1=(Person*) malloc (sizeof(Person));
if(p1==NULL)
    return -1;

p1->first_name=(char*) malloc (strlen("Channing")+1);
if(p1->first_name==NULL)
    return -1;
strcpy(p1->first_name,"Channing");

p1->last_name=(char*) malloc (strlen("Tatum")+1);
if(p1->last_name==NULL)
    return -1;
strcpy(p1->last_name,"Tatum");

p2=(Person*) malloc (sizeof(Person));
if(p2==NULL)
    return -1;

p2->first_name=(char*) malloc (strlen("Jenna")+1);
if(p2->first_name==NULL)
    return -1;
strcpy(p2->first_name,"Jenna");

p2->last_name=(char*) malloc (strlen("Dewan")+1);
if(p2->last_name==NULL)
    return -1;
strcpy(p2->last_name,"Dewan");
```

b) Complete the function below that deallocates the memory for the pointer **ChanningTatum**

(5 points)

```
void G_I_Joe_Retaliatio(Person * ChanningTatum)
{
    free(ChanningTatum->first_name);
    ChanningTatum->first_name=NULL;

    free(ChanningTatum->last_name);
    ChanningTatum->last_name=NULL;

    free(ChanningTatum);
    ChanningTatum=NULL; // :(
}
```

c) Complete the function bellow such that it changes the **last_name** of **p2** to the **last_name** of **p2** and **p1**. For example if the **last_name** of **p2** is “**Dewan**” and the **last_name** of **p1** is “**Tatum**” the new **last_name** of **p2** should be “**Dewan-Tatum**”. The function also creates a new variable called **baby** which is a pointer to a **Person** structure and sets the **first_name** of **baby** to “**Everly**” and sets the **last_name** to the **last_name** of **p1**. The function returns the pointer **baby**.

(15 points)

```
Person* Marry(Person* p1, Person* p2)
{
    char* temp=realloc(p2->last_name,strlen(p2->last_name)+strlen(p1->last_name)+1);
    if(temp==NULL)
        printf("ERROR");

    p2->last_name=temp;
    strcat(p2->last_name,"-");
    strcat(p2->last_name,p1->last_name);

    Person* baby=NULL;

    baby=(Person*) malloc (sizeof(Person));
    if(baby==NULL)
        printf("ERROR");

    baby->first_name=(char*) malloc (strlen("Everly")+1);
    if(baby->first_name==NULL)
        printf("ERROR");
    strcpy(baby->first_name,"Everly");

    baby->last_name=(char*) malloc (strlen(p1->last_name)+1);
    if(baby->last_name==NULL)
        printf("ERROR");
    strcpy(baby->last_name,p1->last_name);

    return baby; // :)
}
```

3. Complete the **ShiftLeft()** function such that it shifts all of the nodes in a linked list to the left, the last node is set to the first node of the list.

NOTE: The function must shift the entire node not the info parameter of a node.

Example:

A list before the function call

4 3 7 9 2

The same list after the function call

3 7 9 2 4

(25 points)

```
void ShiftLeft(Node** list)
{

    Node* first = *list;

    Node* last = *list;

    while(last->next!=NULL)
    {
        last=last->next;
    }
    last->next=first;

    *list=first->next;
    first->next=NULL;

}
```

4. Write a program that reads numbers from a **Input.txt** file and writes them in reverse order in a **Output.txt** file. Memory for the numbers should be allocated dynamically. (Hint: use **realloc**).

Example:

Input.txt	Output.txt
1	4
2	3
3	2
4	1

(25 points)

```
#include <stdio.h>
#include <stdlib.h>

int main()
{
    FILE* f=fopen("Input.txt","r");
    FILE* f1=fopen("Output.txt","w");

    int* array=malloc(sizeof(int));
    int index=0;
    int number;
    while(fscanf(f,"%d\n",&number)==1)
    {
        int* temp=realloc(array,(index+1)*sizeof(int));
        if(temp==NULL)
            return -1;

        array=temp;
        array[index]=number;
        index++;
    }

    int i;
    for(i=(index-1);i>=0;i--)
    {
        fprintf(f1,"%d\n",array[i]);
    }
    fclose(f);
    fclose(f1);
    return 0;
}
```

Bonus question:

You will receive partial credit on the bonus question only if it is more than 50% accurate.

(10 points)

You are given:

```
typedef struct Dream
{
    int number;
    struct Dream* dream;
}Dream;
```

```
Dream *first_dream;
```

Complete the *recursive* **createInception()** function such that it creates N dream structures linked together. The first dream structure has a number value N, the second one has a number value of N-1 and so on. Assume that the function is called as **createInception(&first_dream)**. Each time a dream is created a “**Dream created**” should be written to Output.txt. For example if 3 dream structures are created the Output.txt should look like this:

```
Dream created
Dream created
Dream created
```

//Must use recursion

```
void createInception(Dream** d,int N)
{
    FILE *f=fopen("Output.txt","a");
    *d=malloc (sizeof(Dream));
    (*d)->number=N;
    fputs("Dream created\n",f);
    fclose(f);
    createInception(&((*d)->dream),N-1);
}
```