

```
#include <stdio.h>
#include <stdlib.h>
#include <strings.h>
#include "dos2sd.h"

/*
FAHAD AHMED KHAN
214468888
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THE CODE LIST FILES SECTORS FROM THE DISK AND CALCULATES THE SIZE OF EACH FILE.
*/

static void fileInfo(FILE *fd, struct ATRSSDISK *disk, char fileName[])
{
    int sector, entry, i, count, start, baseFileNumber;
    char name[9], ext[4];

    baseFileNumber = 0;
    for(sector=361;sector<=368;sector++) {
        for(entry=0;entry<ATR_SECTOR_SIZE;entry+=16) {
            if(disk->sector[sector-1][entry] == 0x042) {
                for(i=0;i<8;i++)
                    name[i] = disk->sector[sector-1][entry+5+i];
                name[8] = '\0';
                for(i=0;i<3;i++)
                    ext[i] = disk->sector[sector-1][entry+13+i];
                ext[3] = '\0';
                count = disk->sector[sector-1][entry+1]|disk->sector[sector-1][entry+2]<<8;
                start = disk->sector[sector-1][entry+3]|disk->sector[sector-1][entry+4]<<8;
                char n[9];
                char e[4];

                sscanf(fileName, "%[^.]*%[.]*s", n,e);
                if(strcmp(n, name) == 0){

                    fprintf(fd,"%s.%s sector List ", n, e);
                    for(i=start;i<(count+start);i++)
                        fprintf(fd,"%d ", i);

                    int next = start;
                    int s = 0;
                    int b = 0;

                    while(next < (count+start)){
                        s = disk->sector[next][127];
                        b = b + s;

                        next++;
                    }
                    fprintf(fd,"Total file size %d\n", b);
                }
            }
            baseFileNumber++;
        }
    }
}

int main(int argc, char *argv[])
{
    struct ATRSSDISK *disk;
```

```
    if(argc != 3) {
        fprintf(stderr, "usage: %s disk\n", argv[0]);
        exit(1);
    }
    if((disk = readDisk(argv[1])) == (struct ATRSSDISK *)NULL) {
        fprintf(stderr, "Unable to read disk %s\n", argv[1]);
        exit(1);
    }
    fileInfo(stdout, disk, argv[2]); /* put it in atari offset notation 1..720 */
    freeDisk(disk);
    return 0;
}
```