Lab 10

Task 33

Write a function int fileCopy(char *destFileName, char *resFileName) to copy the content from the file resFileName to the file destFileName. If the file is copied successfully, return 1, else return 0. If the file copy successes, check the file content in fileName2. The main function is as follows:

```
int main()
{
    char fileName1[20], fileName2[20];
    int flag;
    scanf("%s", fileName1); // read name of file (.txt) to be copied
    scanf("%s", fileName2); // read name of file (.txt) to copy to
    flag = fileCopy(fileName2, fiileName1);
    if (flag == 1)
        printf("Success");
    else
        printf ("Failure");
    return 0;
}
```

Task 34

Run the program on the next page. Think about the following questions and put the answers to the questions as the comments at the end of the program.

- 1. What is this program supposed to do?
- 2.Is the memory dynamically allocated or statically allocated
- 3.What is %*c used for?
- 4.If %-10s is changed to %10s, what happened?
- 5. Why do we need to add free (p)?

Task 34 (Cont.)

```
#include <stdio.h>
#include <stdlib.h>
struct stuRec{
  char name[20];
  int id;
  char gender;
};
int main()
 struct stuRec *p;
 p = (struct stuRec*)malloc(sizeof(struct stuRec));
 if (p) {
     printf("please input name, id and gender\n");
     scanf("%s%d%*c%c", p->name, &p->id, &p->gender);
     printf("name:%-10s,ID:%d,gender:%c\n", p->name,p->id,p->gender);
     free (p);
    return 0;
```

Add info about a program

At the top of each program, add the information (comments in GREEN). It is also required for EACH lab program in this semester.

```
// Programmer: .....
// Student ID: .....
// Date:....
// Task no: Week_#_Task_#
// Requirements: .....
#include<stdio.h>
int main()
{
    ......
}
```

Submission

- Compressed *.cpp into one file with file name in the format <u>Lab10_######.zip</u> and submit it into iSpace.
- All .cpp files must be able to run under Visual 2010 C++ Express. The outputs will be checked against the outputs under Visual 2010 C++ Express