Create a directory called lab7. Download main.c and matrix.h from Blackboard to lab7. Under lab7, create matrix of integers. lab7, create matrix.c, and implement the following functions to deal with a matrix of integers.

• int \*\*allocateMatrix(int numRows, int numCols); Given the number of rows and columns, allocates space for the matrix, and return the pointer to the matrix.

Void freeMatrix(int \*\*matrix, int numRows, int numCols); Free the

• Void readMatrix(FILE \*fp, int \*\*matrix, int numRows, int numCols); Populate the matrix using the data read from the specified file.

• void printMatrix(int \*\*matrix, int numRows, int numCols); Print out

• int findRange(int \*\*matrix, int numRows, int numCols); Compute the range of all the elements in the matrix. Recall the range is the maximum minus the minimum.

 double findAverage(int \*\*matrix, int numRows, int numCols); Compute the average (a double) of all the elements in the matrix.

• void printCorners(int \*\*matrix, int numRows, int numCols); Print the four values at the corners of the matrix in the following format.

top-left top-right bottom-left bottom-right

After completing the above functions, use the following command to compile the program.

```
gcc -Wall -std=c99 main.c matrix.c
```

Assume the file data. txt contains the following data.

24 20 11 12 28 19 18 13 21 16 25 23

The following shows a sample execution of the program.

```
./a.out data.txt
 numRows=3
 numCols=4
  24 20 11 12
  28 19 18 13
      16 25 23
The range of the matrix is 17
The average of the matrix is 19.1667
24 12
21 23
```

## Submit your lab

First, on your machine, compress your lab7 directory into a single (compressed) file, i.e. lab7.zip. Please make sure lab7.zip contains the lab7 directory as well as matrix.c under it. main.c and matrix.h are not required.

Second, once you have a compressed file named lab7.zip, submit that file to Blackboard.