```
1 #include"tool.h"
 3
 4 //將指數乘開的函數
 5 int exponent_Int(const int base, int n)
 6 {
         int p = base;
 8
         if(n == 0)
 9
         {
10
              p = 1;
11
         }
12
         else
13
         {
14
              for (int i = 1; i < n; i++)
15
              {
16
                   p *= base;
17
              }
18
         }
19
         return p;
20 }
21
22
23 //將讀取的字串視為16進位,並轉換為10進位數字的函數
24 int hex_to_dex(char *hex)
25 {
26
         char * char_temp = (char *)malloc(strlen(hex));
         char * temp_begin = char_temp;
27
28
         strcpy(char_temp, hex);
29
         char_temp = strtok(char_temp, "\n");
30
         char temp[2];
         int total = 0;
31
         int count = strlen(char_temp);
32
33
34
         while(count-- && count >= 0)
35
              sprintf(temp, "%c", *char_temp);
if(strcmp(temp, "A") == 0){total += exponent_Int(16, count)*10;}
if(strcmp(temp, "B") == 0){total += exponent_Int(16, count)*11;}
if(strcmp(temp, "C") == 0){total += exponent_Int(16, count)*12;}
if(strcmp(temp, "D") == 0){total += exponent_Int(16, count)*13;}
36
37
38
39
40
              if(strcmp(temp, "E") == 0){total += exponent_Int(16, count)*14;}
if(strcmp(temp, "F") == 0){total += exponent_Int(16, count)*15;}
41
42
43
              else{total += exponent_Int(16, count)*atoi(temp);}
44
              char_temp++;
45
46
         free(temp_begin);
47
         return total;
48 }
49
50 //將讀取的字元視為16進位,並轉換為10進位數字的函數
51 int hex_to_dex_c(char hex)
52 {
         if(hex == 'A'){return 10;}
if(hex == 'B'){return 11;}
53
54
         if(hex == 'C'){return 12;}
55
         if(hex == 'D'){return 13;}
56
         if(hex == 'E'){return 14;}
if(hex == 'F'){return 15;}
57
58
         if(hex == '9'){return 9;}
59
60
         if(hex == '8'){return 8;}
         if(hex == '7'){return 7;}
61
         if(hex == '6'){return 6;}
62
         if(hex == '5'){return 5;}
63
         if(hex == '4'){return 4;}
64
         if(hex == '3'){return 3;}
65
         if(hex == '2'){return 2;}
if(hex == '1'){return 1;}
66
67
         if(hex == '0'){return 0;}
68
69
         return 0;
70 }
```