

FND 16

Strings.h after modification

```
1 |
2 #ifndef STRINGS_H
3 #define STRINGS_H
4 typedef char* String;
5 // a cover function for malloc()
6 // malloc and return memory for a string of stringsize characters
7 // return (char*)NULL on failure
8 String mallocString(int stringsize);
9
10 // just a cover function for free()
11 void freeString(String s);
12
13 // create a duplicate string of s
14 // return it
15 // return (char*)NULL on failure
16 // should call mallocString(), and then strcpy()
17 String duplicateString(String s);
18
19 #endif
```

To check if what I did is correct:

fnd16.c

```
1 #include "Strings.h"
2 #include <stdio.h>
3 #include <stdlib.h>
4 int main()
5 {
6     String works = "It works!";
7     printf("%s\n", works);
8     return EXIT_SUCCESS;
9 }
```

Output

```
PS C:\Users\momou\Desktop\University\CS 2263\ForNextDay\ForNextDay()16> gcc -o fnd16 fnd16.c
PS C:\Users\momou\Desktop\University\CS 2263\ForNextDay\ForNextDay()16> ./fnd16
It works!
PS C:\Users\momou\Desktop\University\CS 2263\ForNextDay\ForNextDay()16> █
```