Name:	
Section I	[35 Points]
Write a small C-like function ${\tt revstr()}$ that reverses a string ${\tt s}$ in the ${\tt \underline{same}}$ string.	
Function Prototype:	
<pre>void revstr(char * s);</pre>	
Example:	
Memory Position String	
s [0x7fffc22b8550]> Hello World s [0x7fffc22b8550]> dlroW olleH ++	
int strlen(char * s) from the library string.h returns to you the length of the string s	5.
To obtain all the points in this question, you need to use the same function prototype given above	
[10 Points]	

Write a small C-like function **reverseFile()** that reverses each line of a file, and writes the new file into a new file. Your function should return 0 if it was able to reverse the file or **EXIT_FAILURE** if it encountered any problems.

Function Prototype:

```
int reverseFile( char * filein, char *fileout );
```

Pre-Conditions:

filein: It is an existing file fileout: A file may exist or not

Post-Conditions:

filein: It is an existing file

fileout: It is a duplicate of filein, but each line is has been reversed. Filein and fileout have the same size. The function returns 0 if it was able to reverse the file or EXIT FAILURE if not

Example:

[10 Points]

root@luna:/13W_CST8234# more test This is simple example of how to reverse a complete line in a file root@luna:/13W_CST8234# more output elpmaxe elpmis si sihT etelpmoc a esrever ot woh fo elif a ni enil

Assume you have a function <code>display_usage()</code> in a file <code>usage.c</code> with the following function prototype in the file <code>usage.h</code>:

You **DO NOT** need to write this function.

Write a complete program that receives from the command line argument two arguments filea, fileb. Your program should check that the correct number of arguments are passed and display the appropriate usage message if not. If you have the right number of arguments, your program should reverse filea into fileb.

[5 Points]	

Assuming that you wrote your main() function and your reverseFile() and your revstr() in a file called main.c, and that you use the display_usage() function from the file usage.c, how would you manually compile your program to create an executable called reverse. You want your code to be ANSI C.

[4 Points]		

Jared finished to write his program and his Makefile. After giving the make command, he got the following error:

```
root@luna:/13W_CST8234# make
tmp/ccU7gSMg.o: In function `reverseFile':
ReverseFile.c:(.text+0x195): undefined reference to `revsr'
collect2: ld returned 1 exit status
```

Please notice that some information has been omitted in the above make command.

- a) What does the error means,
- (b) from which stage of the compilation process is coming and
- (c) what can you do to fix it.

[6 Points]

Section II	[8 Points]
Given the following data structure and variable definitions:	
struct Point3D {	
<pre>float x, y, z; };</pre>	
struct Point3D vertex;	
struct Point3D *p;	
Initialize vertex with the values, 10.5, 10.5, 10.5 and p with the values -10.5, -10.5, -10.5	[4 Points]
What would be the output of the following code, explain your answer	[4 Points]
<pre>sizeof(vertex);</pre>	
<pre>sizeof(p);</pre>	

Section II [20 Points]

Giving the following data structure:

```
struct node {
    int data;
    struct node * next;
}
```

Write a small C-like function insertN() which will insert a new node at any index within a list. The caller may specify any index in the range [0..n], and the new node should be inserted so as to be at that index.

Function prototype:

```
void insertN(struct node** headRef, int index, int data);
```

Example

```
root@luna:/13W_CST8234# ./insertN
[ HEAD ]-->[ 0 ]-->[ 15 ]-->[ 10 ]-->[ 5 ]-->[ NULL ]
insertN( &head, 3, -44 )
[ HEAD ]-->[ 0 ]-->[ 15 ]-->[ 10 ]-->[ -44 ]-->[ 5 ]-->[ NULL ]
insertN( &head, 40, -55 )
[ HEAD ]-->[ 0 ]-->[ 15 ]-->[ 10 ]-->[ -44 ]-->[ 5 ]-->[ NULL ]
insertN( &head, 0, -66 )
[ HEAD ]-->[ -66 ]-->[ 0 ]-->[ 15 ]-->[ 10 ]-->[ -44 ]-->[ 5 ]-->[ NULL ]
```

Be sure to carefully test your boundary conditions.

```
[10 Points]
```

Write a small C-like function removen() which will removes a node at any index within a list. The caller may specify any index in the range [0..n], and the node should be removed.

Function prototype:

```
void removeN(struct node** headRef, int index);
```

Example:

```
[ HEAD ]-->[ -66 ]-->[ 0 ]-->[ 15 ]-->[ 10 ]-->[ -44 ]-->[ 5 ]-->[ NULL ] removeN( &head, 2 )
[ HEAD ]-->[ -66 ]-->[ 0 ]-->[ 10 ]-->[ -44 ]-->[ 5 ]-->[ NULL ] removeN( &head, 3 )
[ HEAD ]-->[ -66 ]-->[ 0 ]-->[ 10 ]-->[ 5 ]-->[ NULL ] removeN( &head, 30 )
[ HEAD ]-->[ -66 ]-->[ 0 ]-->[ 10 ]-->[ 5 ]-->[ NULL ] removeN( &head, 30 )
[ HEAD ]-->[ -50 ]-->[ 10 ]-->[ 5 ]-->[ NULL ]
```

Be sure to carefully test your boundary conditions.

[10 Politis]		