

C Programming lab

Datatypes and expressions Activity

ACTIVITIES

Create a directory named *dtypes* that hangs off of your *home* directory. Move into that directory. Create a C file named *minmax.c* and place into the following code.

```
#include <stdio.h>
#include <limits.h>

int main()
{
    printf("Q1. Signed char minimum value: %d\n", SCHAR_MIN );
    printf("Q2. Signed char maximum value: %d\n", SCHAR_MAX );
    printf("Q3. Unsigned char minimum value: %d\n", 0 );
    printf("Q4. Unsigned char maximum value: %d\n", UCHAR_MAX );
    printf("Q5. Char minimum value: %d\n", CHAR_MIN );
    printf("Q6. Char maximum value: %d\n", CHAR_MAX );
    printf("Q7. Signed short minimum value: %d\n", SHRT_MIN );
    printf("Q8. Signed short maximum value: %d\n", SHRT_MAX );
    printf("Q9. Unsigned short minimum value: %d\n", 0 );
    printf("Q10. Unsigned short maximum value: %d\n", USHRT_MAX );
    printf("Q11. Signed int minimum value: %d\n", INT_MIN );
    printf("Q12. Signed int maximum value: %d\n", INT_MAX );
    printf("Q13. Unsigned int minimum value: %u\n", 0 );
    printf("Q14. Unsigned int maximum value: %u\n", UINT_MAX );
    printf("Q15. Signed long minimum value: %ld\n", LONG_MIN );
    printf("Q16. Signed long maximum value: %ld\n", LONG_MAX );
    printf("Q17. Unsigned long minimum value: %lu\n", 0 );
    printf("Q18. Unsigned long maximum value: %lu\n", ULONG_MAX );
    printf("Q19. Signed long long minimum value: %lld\n", LLONG_MIN );
    printf("Q20. Signed long long maximum value: %lld\n", LLONG_MAX );
    printf("Q21. Unsigned long long minimum value: %lu\n", 0 );
    printf("Q22. Unsigned long long maximum value: %llu\n", ULLONG_MAX );
    return 1;
}
```

Compile this code and name the executable as *minmax* file. Run the executable. After running the executable, you will see 22 lines/statements coming from your minmax program. Open a new file named *explain* in the current directory and write your explanations to each of the 22 statements. I would require a detail explanations in terms of the number of bits each of these datatypes to obtain the maximum and minimum values. Write your explanation as shown below.

<Your name> <Your roll no.> <Your iiitb.org email address>

Q1. Signed char minimum value: -128

Explanation:

Q2. Signed char maximum value: 127

Explanation:

and so on..

Create another directory named *enum* within *dtypes* directory and form two new files named *send.c* and *recv.c* in *enum* directory. The two files are created to visualize how transfer of data takes place from sender-end to receiver-end. Part of the protocol in transmitting and receiving requires data and parity checking. We will not bother of parity today, but will learn later. We will assume that we are sending and receiving the data on the same terminal. The *ZLINE*, *MPD* and *QPD* are the names of the petrol pumps used by Larsen And Toubro company. We will not go into the details of the embedded controller operations of these petrol pumps. However think of this code written by developers for user operations. The user can select either of the three petrol pumps used, combined with the either of parity checking schemes. In the following code, *ZLINE* is used as petrol pumps and *no-parity* is used as parity-checking scheme.

Place the following code in *send.c*

```
#include<stdio.h>
int main()
{
    enum petrolpumps {ZLINE=0, MPD, QPD};
    enum parityTypes {noparity = 0, odd, even};
    enum petrolpumps using= ZLINE;
    enum parityTypes parity = noparity;
    int packet = 0;

    /* Forming data packets */
    packet = using << 8;
    packet = packet | parity;

    /* Sending the data packet */
    fprintf(stderr,"In send program- Sending the packet\n");
    fprintf(stdout,"%d\n",packet);
    return 1;
}
```

```
}
```

and the following code in `recv.c` file

```
#include<stdio.h>

void packetIdentify(int data)
{
    enum petrolpumps {ZLINE=0, MPD, QPD};
    enum parityTypes {noparity = 0, odd, even};
    int pumps=0, par=0;
    par = data & 0xff;
    pumps = data >> 8;
    if(pumps == ZLINE)
        fprintf(stderr,"ZLINE pumps \n");
    else if(pumps == MPD)
        fprintf(stderr,"MPD pumps \n");
    else if(pumps == QPD)
        fprintf(stderr,"QPD pumps \n");
    else
        fprintf(stderr,"Not specified\n");

    if(par == noparity)
        fprintf(stderr,"No parity was used\n");
    else if(par == odd)
        fprintf(stderr,"Odd parity was used\n");
    else if(par == even)
        fprintf(stderr,"Even parity was used\n");
    else
        fprintf(stderr,"None parity specified\n");
}

int main()
{
    int packetrecv;
    fscanf(stdin,"%d",&packetrecv);
    fprintf(stderr,"In recv program, Receiving the packet\n");
    packetIdentify(packetrecv);
    return 1;
}
```

Now compile the following code into respective executables. Name the executables as *send* and *recv*. For transmission and receiving pupose, we normally need a channel. In this activity we will make console-terminal as a channel. Our intention is to pipe the output of *send* program to *recv* program. Following linux command will do the needful.

```
./send | ./recv
```

Currently the send program sends *ZLINE* as the petrol-pump type with *no-parity*. You are supposed to modify the send.c file in such a way that you need to send all 9 combinations from *send* program. All nine combinations are stated in the below table.

No.	Petrol pump types	Parity type
1	ZLINE	no parity
2	MPD	no parity
3	QPD	no parity
4	ZLINE	odd
5	MPD	odd
6	QPD	odd
7	ZLINE	even
8	MPD	even
9	QPD	even

Also modify the recv program such that it receives 9 such combinations.

HINT: For nine combinations, use nine different variables. packet is one among nine such variables in send program. For recv program, use nine variables and call the packetIdentify nine times with each such variables.

SUBMISSION

Move into your *dtypes* directory and run the command:

```
submit clab mr dtypes <your-iiitb.org-email-address>
```