## **Bug Squashing**

## **Problem Description**

You're working at a company and a junior developer has come to you for help with a task. They've been asked to find people in a list of client data (names, phone numbers, email addresses, and the like). They've attempted the task and have given you the code attached (a digital copy is also provided).

#### **Task**

Fix the problems with the code and construct a list of the things you've fixed (and a brief explanation of the problem) so that the other developer can learn.

To focus on the problem at hand, you can assume that the input is correct and valid.

## **Relates to Objectives**

```
1.1-4 2.1 2.2 2.5 2.6 2.8 2.9 3.2 3.4-6 4.4 4.5 4.7 4.8 (1 point, Individual)
```

#### main.c

```
#include <stdio.h>
#include <math.h>
#include <stdlib .h>
#include <string.h>
#include <stdio.h>
struct S{
    char *firstName;
    char* lastName;
    int phone;
    char* emialAddress;
};
static int i, j;
static int count;
void sfn(struct S** ss){
    for(i = 0; i < count; i++)
        for (j = 0; j < count; j++)
            if (ss[i]->firstName > ss[j]->firstName)
                ss[i] = ss[j];
```

```
ss[j] = ss[i];
}
int ffn(struct S** ss, char* s){
    while(++i < count)</pre>
        if(ss[i]->firstName == s)
            return 1;
    return 0;
void sln(struct S** ss){
    for(i = 0; i < count; i++)
        for (j = 0; j < count; j++)
            if (ss[i]->lastName > ss[j]->lastName)
                ss[i] = ss[j];
                ss[j] = ss[i];
int fln(struct S** ss, char* s){
    while(++i < count){</pre>
        if(ss[i]->lastName == s)
            return 1;
    return 0;
void sem(struct S** ss){
    for(i = 0; i < count; i++) {
        for (j = 0; j < count; j++) {
            if (ss[i]->emialAddress > ss[j]->emialAddress) {
                struct S *s = ss[i];
                ss[j] = ss[i];
                ss[j] = s;
            }
        }
    }
int fem(struct S** ss, char* s){
    while(++i < count){</pre>
        if(ss[i]->emialAddress == s)
            return 1;
    return 0;
void sph(struct S** ss){
    for(; i < count; i++) {</pre>
        for (; j < count; j++) {
            if (ss[i]->phone > ss[j]->phone) {
                struct S *s = ss[i];
                ss[i] = ss[j];
                ss[j] = s;
```

```
}
}
int fph(struct S** ss, int s){
    while(++i < count){</pre>
        if(ss[i]->phone == s)
            return 1;
    return 0;
}
int main(int argc, char ** argv) {
    int i;
    int count = 0;
    char buffer [10];
    struct S** ss = (struct S**) malloc(100*sizeof(struct S**));
    struct S* s = malloc(sizeof(*s));
   FILE *f = fopen(argv[1], "r");
    for (i = 0; i < 50; i++)
        s->firstName = (char*) malloc(80 * sizeof(s->firstName[0]));
        s->lastName = (char*) malloc(80 * sizeof(s->firstName[0]));
        s->emialAddress = (char*) malloc(80 * sizeof(s->firstName[0]));
        fscanf (f, "%s %s %d %s", &s->firstName, &s->lastName, &s->phone, &s->
   emialAddress);
        ss[count] = s;
        count += 1;
        int command = 10;
        while (command != 0) {
                char* val = malloc(100*sizeof(val[0]));
                gets (buffer);
                command = atoi(buffer);
                gets (buffer);
                strcpy(val, buffer);
                switch (command) {
                         case 1:
                         printf("looking for email \%s\n", val);\\
                         sem(ss);
                         printf("found it? %d\n", fem(ss, val));
                         break;
                         case 2:
                         printf("looking for firstname %s\n", val);
                         printf("found it? %d\n", ffn(ss, val));
                         break;
```

```
case 3:
    printf("looking for lasname %s\n", val);
    sln(ss);
    printf("found it? %d\n", fln(ss, val));
    break;
    case 4:
    printf("looking for email %s\n", val);
    sph(ss);
    printf("found it? %d\n", fph(ss, atoi(val)));
    default:
    break;
}
```

# makefile

```
main: main.c 
gcc -o main main.c -lm 2> /dev/null
```

(1 point, Individual)