

Console I/O in C

Due: April 6, 2020 on myCourses by 23:55

Today's lab will explore creating programs in C that access the console directly. This lab comes with code that you will need to use.

Exercise 1: Run the sample code

Try to get the attached C source file to compile and run (see the attached ZIP file). If you are unsuccessful due to compatibility issues, then get the .exe to run on your computer and compare what it does with the C source file. You will need the Turbo C compiler to compile this program. It is free on the internet.

- How to download Turbo C:
 - Watch this video: <https://www.youtube.com/watch?v=CRnIQhYTtXM>
- How to compile the program
 - Watch this video: <https://www.youtube.com/watch?v=X1ycM18WzBM> it is a bit slow, but it shows you all the steps.
- What to hand in:
 - Submit your answer in **lab8.txt**
 - Question 0: For student who were not able to compile the program due to compatibility issues, then answer this question - State the compatibility issue that prevented you from being able to run the program.
 - Question 1: Give an overall summary of what the execution of the program was like. What did it do? (attempt this question even if you were not able to run the executable, you should still be able to reason through the code)
 - Question 2: Give a line-by-line description of what the program does. Copy and past the code from the source file into your text file. Then add comments at the end of every line describing what those lines do.

Exercise 2: Writing a conio program

Write a program using the conio commands shown from the class slides and the example code for exercise 1 to make a spinning wait icon at a position, of your choice, on the screen. A spinning wait icon is a series of characters: | / - \ | that are overlaid above each other in succession. This overlay will appear as if it is animated. It will look like a spinner cursor or a spinning icon. Depending on the speed of your computer you will need to slow down the animation by adding a busy loop between the characters to allow the user to see it. Make the spinning icon spin 5 times. Then the program terminates.

- What to hand in:
 - Submit your answer in **lab8.c**
 - Write the complete code and make sure it runs on the compiler. If you are unable to compile due to compatibility issues, then write the code as best as you can making sure it is syntactically correct.
 - If you were not able to compile it due to compatibility issues, then submit an additional file called **lab8.readme** that states the compatibility issue you experienced. If you

already provided that information in lab8.txt, please do it again here, to make it obvious to the TA.

HAVE FUN!

WHAT TO HAND IN

- Hand in the following files: lab8.txt, lab8.c and optionally lab8.readme.
- You may zip everything into a single file called lab8.zip.

HOW IT WILL BE GRADED

This lab is worth 20 points:

- Exercise 1 10 points
- Exercise 2 10 points

Part marks are awarded for incomplete work. The part marks are awarded proportionally to the amount of work you were able to complete successfully.