

16.216: ECE Application Programming

Fall 2015

Lecture 26: Key Questions

November 6, 2015

For today's programming exercise, you will complete the program below according to the comments listed in the code:

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

FILE *openFile(char *mode);          // Used for opening files;
                                     // exiting prog. if appropriate

void main() {
    int arr[20];                     // Input array for use with binary file
    int test;                         // Input/output value for formatted I/O

    FILE *fpArr;                     // Pointer to file holding array values
    FILE *fpIn;                       // Pointer to file with test input values
    FILE *oFile;                       // Pointer to output file
    int i;

    // CALL openFile() TO OPEN FILE WITH ARRAY

    // READ CONTENTS OF ARRAY FROM FILE

    // CALL openFile() TO OPEN FILE WITH TEST INPUT VALUES

    // CALL openFile() TO OPEN OUTPUT FILE

    // READ 20 VALUES FROM TEST INPUT FILE
    // FOR EACH ONE, PRINT THE FOLLOWING TO OUTPUT FILE:
    //     <test> + <appropriate array value> = <sum>
    // FOR EXAMPLE, IF FIRST TEST VALUE IS
    //     5 AND ARR[0] = 6, PRINT
    //     5 + 6 = 11

    // CLOSE ANY OPEN FILES
}

FILE *openFile(char *mode) {
    /* COMPLETE THIS FUNCTION SO THAT IT:
       - READS THE NAME OF THE FILE TO BE OPENED
       - OPENS FILE USING THE MODE SPECIFIED AS AN ARGUMENT
       - EXITS PROGRAM IF FILE DOESN'T OPEN
       - RETURNS POINTER TO FILE IF IT DOES OPEN */
}
```

Use this space to complete the `openFile()` function:

```
FILE *openFile(char *mode) {
```

```
}
```

Use this space to start the main program: show how you would call `openFile()` to open the appropriate files, and show how you would read the contents of the array.

Use this space to show how you would complete the program—repeatedly read an input value from the test input file, add that value to the appropriate element from the array, and print the appropriate information to the output file.

After those operations are done, close all open files.