```c
#include <stdio.h>

int main() {
  FILE *local_172 = fopen("Configure.h", "w");
  fprintf(local_172, "%s\n", "#ifndef BSL_CONFIGURE");
  fprintf(local_172, "%s\n", "#define BSL_CONFIGURE");
  fprintf(local_172, "%s%d\n", "#define SIZEOF_CHAR ", 1);
  fprintf(local_172, "%s%d\n", "#define SIZEOF_SHORT ", 2);
  fprintf(local_172, "%s%d\n", "#define SIZEOF_INT ", 4);
  fprintf(local_172, "%s%d\n", "#define SIZEOF_LONG ", 4);
  fprintf(local_172, "%s%d\n", "#define SIZEOF_LONG_LONG ", 8);
  fprintf(local_172, "%s%d\n", "#define SIZEOF_FLOAT ", 4);
  fprintf(local_172, "%s%d\n", "#define SIZEOF_DOUBLE ", 8);
  fprintf(local_172, "%s%d\n", "#define SIZEOF_LONG_DOUBLE ", 16);
  fprintf(local_172, "%s\n", "#endif");
  fclose(local_172);
  return 0;
}
```

```c
#include <stdio.h>
int main() {
  FILE *local_172;
  local_172 = fopen("Configure.h", "w");
  fprintf(local_172, "%s\n", "#ifndef BSL_CONFIGURE");
  fprintf(local_172, "%s\n", "#define BSL_CONFIGURE");
  fprintf(local_172, "%s%d\n", "#define SIZEOF_CHAR ", sizeof(char));
  fprintf(local_172, "%s%d\n", "#define SIZEOF_SHORT ", sizeof(short));
  fprintf(local_172, "%s%d\n", "#define SIZEOF_INT ", sizeof(int));
  fprintf(local_172, "%s%d\n", "#define SIZEOF_LONG ", sizeof(long));
  fprintf(local_172, "%s%d\n", "#define SIZEOF_LONG_LONG ", sizeof(long long));
  fprintf(local_172, "%s%d\n", "#define SIZEOF_FLOAT ", sizeof(float));
  fprintf(local_172, "%s%d\n", "#define SIZEOF_DOUBLE ", sizeof(double));
  fprintf(local_172, "%s%d\n", "#define SIZEOF_LONG_DOUBLE ",
          sizeof(long double));
  fprintf(local_172, "%s\n", "#endif");
  fclose(local_172);
}
```