

HW6

lrand48_r

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从一个buffer里读东西，输出**31bits** 随机字符到result里

因此需要srand48_r吃一段数据作为seed，先对一个buffer生成随机字符

再拿这个buffer作为lrand48_r的输入

注意目标需要64bits 随机字符，所以要位运算3次

```
lrand48_r(struct drand48_data *buffer, long int* result):

strict drand48_data buffer;
srand48_r(12345, &buffer);

long int rand1, rand2, rand3;
lrand48_r(&buffer, &rand1);
lrand48_r(&buffer, &rand2);
lrand48_r(&buffer, &rand3);

unsigned long long rand64 = (rand1 << 33) | (rand2 << 2) | (rand2 && 0x3);
```

mrnd48:

mrnd48

直接输出32bits 随机字符

因此位运算2次

```
long int rand1 = mrnd48();
long int rand2 = mrnd48();

long long rand64 = (rand1 << 32) | rand2;
```

getopt

```
#include "options.h"

long long process_arguments(int argc, char** argv, option* options) {
    int opt;
    while ((opt = getopt(argc, argv, "i:o:")) != -1) {
        switch (opt) {
            case 'i':
                options->input = 1;
                if (strcmp(optarg, "") == 0) {
```

```

        fprintf(stderr, "Expected one argument for the input
source.\n");
        return -1;
    } else {
        options->input_source = optarg;
    }
    break;

    case 'o':
        options->output = 1;
        if (strcmp(optarg, "") == 0) {
            fprintf(stderr, "Expected one argument for the output
source.\n");
            return -1;
        } else {
            options->output_source = optarg;
        }
        break;

    default:
        break;
    }
}

if (optind >= argc) {
    fprintf(stderr, "Expected one non-option argument for the number
of bytes.\n");
    return -1;
}

errno = 0;
char *endptr;
long long nbytes = strtoll(argv[optind], &endptr, 10);

if (errno != 0 || *endptr != '\0' || nbytes < 0) {
    fprintf(stderr, "%s: usage: %s NBYTES\n", argv[0], argv[0]);
    return -1;
}

return nbytes;
}

```

optind 直接指向non-optional argument after the while(opt) thus, it is refering to a **nbytes** in this assignment

Checklist

Here's the final study list shared today in Dis 1C (for some reason discord isn't allowing me to upload the file):

Final

When: Mon 8am Where: Ackerman

HW1: Emacs and Shell scripting

- Keyboard shortcuts
- Shell scripting
 - Syntax
 - Shebang ("#!/bin/bash")
 - if, else
 - Variable assignment
 - Arguments, special variables
 - Redirection
 - Programs/commands
 - ps
 - tr
 - diff, comm
 - awk
 - sed
 - find
 - cat
 - echo
 - touch
 - grep
 - Regex
 - POSIX Extended
 - grep -E
 - File systems stuff
 - Symlinks vs hardlinks
 - inodes

HW2: Python and elisp

- Opening files
- Data structures (list, dict, tuples, sets)
- Coding (python and elisp)

HW3: React and testing

- Components and rendering, states, sync and async
- npm (package management), package.json, what to include in git
- Network protocols and caching
- Testing

HW4: Git Usage

- Commands:
 - init, clone, pull, push
 - branch, add, commit, merge, reset, checkout

HW5: Git Internals, Topological Sort

- trees, what is in each node
 - child -> parent
- Ordering of dependencies

HW6: C and makefiles

- valgrind: detect memory issues
- gdb: breakpoints, watchpoints, backtrace, checkpoints, reverse continue
- gcc flags
 - -g: add debugging info
 - -O: optimization (-O1, -O2, -O3, -Os)
 - -fsanitize:
 - -flto:
- Makefiles:
 - syntax (target, dependencies, rules)
 - special variables (\$@, \$^)
 - When does make run a command: dependencies newer than target