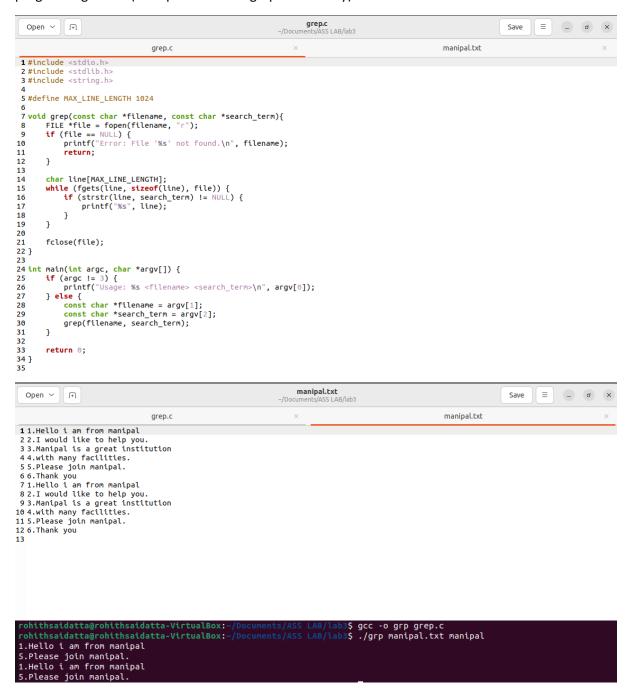
## **ASS LAB 3**

1. Write a program to print the lines of a file that contain a word given as the program argument (a simple version of grep UNIX utility).

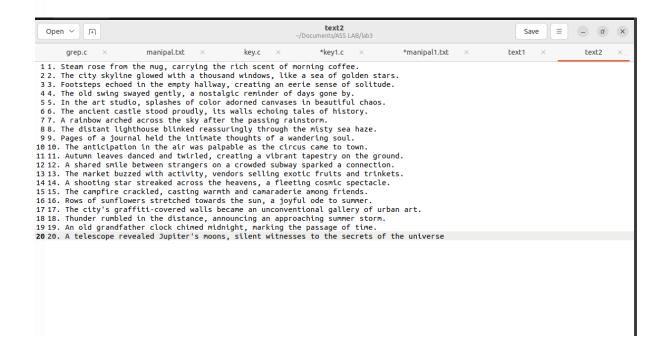


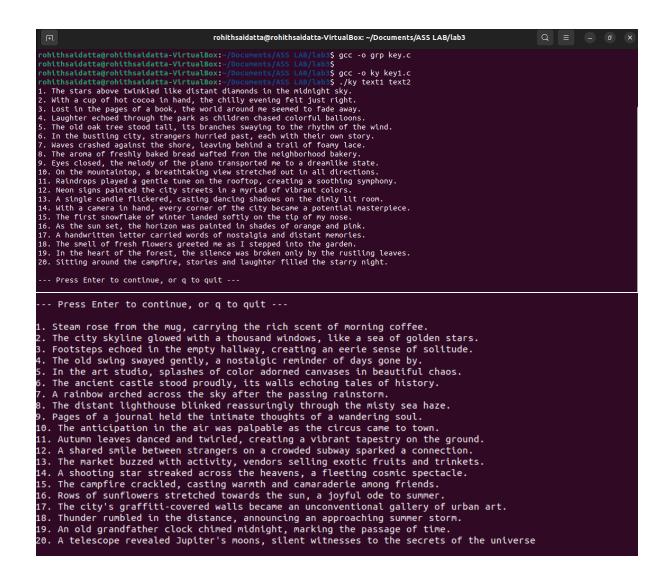
2. Write a program to list the files given as arguments, stopping every 20 lines

until a key is hit. (a simple version of more UNIX utility)

```
*key1.c
~/Documents/ASS LAB/lab3
   Open ~
                                                                                                                                                          Save
                                                                                                                                                                 manipal.txt
                                                            key.c ×
                                                                                         *key1.c
                                                                                                                   *manipal1.txt
                                                                                                                                                    text1
         дгер.с
                                                                                                                                                                             text2
1 #include <stdio.h>
2 #include <stdlib.h
 3 #define LINES_PER_PAGE 20
 5 void more(const char *filename) {
6   FILE *file = fopen(filename, "r");
7   if (!file) {
8      printf("Error: File '%s' not found.\n", filename);
9      return;
10   }
8
9
10
11
12
13
14
15
16
17
18
19
        }
         }
20
21
22
         }
         fclose(file);
23 }
25 int main(int argc, char *argv[]) {
26    if (argc < 2) {
27       printf("Usage: %s <filename1> [filename2 ...]\n", argv[0]);
28
29
30
31
32
33
         for (int i = 1; i < argc; i++) {
    more(argv[i]);</pre>
         }
34
35
36 }
         return 0;
```







3. Demonstrate the use of different conversion specifiers and resulting output

To allow the items to be printed.

```
conversion.c
  Open ~
                                                                                                                                   Save
                      manipal.txt 	imes key.c 	imes *key1.c 	imes
                                                                             *manipal1.txt 	imes text1 	imes
                                                                                                                                       conversion.c \times
 1 #include <stdio.h>
 3 int main() {
       // Integers
int integerNumber = 42;
      10
       // Floating-point numbers
float floatValue = 3.14159;
printf("Float: %f\n", floatValue);
printf("Scientific: %e\n", floatValue);
printf("Scientific: %E\n", floatValue);
11
12
                                                        // Standard notation
// Scientific notation (lowercase)
// Scientific notation (uppercase)
13
14
15
16
17
       // Characters
       char character = 'A';
printf("Character: %c\n", character);
18
19
20
       // Strings
const char *string = "Hello, World!";
printf("String: %s\n", string);
22
23
24
25
26
       // Pointers
int *pointerValue = &integerNumber;
       printf("Pointer address: %p\n", (void *)pointerValue);
27
28
29
       // Width and Precision printf("Width and Precision: %10.3f\n", floatValue);
30
31
32
       return 0;
 rohithsaidatta@rohithsaidatta-VirtualBox:~/Documents/ASS LAB/lab3$ gcc -o cnv conversion.c
 rohithsaidatta@rohithsaidatta-VirtualBox:~/Documents/ASS LAB/lab3$ ./cnv
 Decimal: 42
 Octal: 52
 Hexadecimal: 2a
 Hexadecimal: 2A
 Float: 3.141590
 Scientific: 3.141590e+00
 Scientific: 3.141590E+00
 Character: A
String: Hello, World!
Pointer address: 0x7ffdc6bcb8f0
 Width and Precision:
```

4. Write a program to copy character-by-character copy is accomplished using calls to the functions referenced in stdio.h.

