README file for the programs subdirectory Last modified on Thu Oct 20 00:01:22 1994 by eroberts

The programs subdirectory contains all of the sample programs used in this text, arranged into subdirectories by chapter, as follows:

02-Learning-by-Example 03-Problem-Solving 04-Statement-Forms 05-Functions 06-Algorithms 07-Graphics 08-Random-Numbers 09-Strings 10-Modular-Development 11-Arrays 12-Sorting 13-Pointers 14-Strings-Revisited 15-Text-Files 16-Records 17-Looking-Ahead

In addition to the source files, each chapter directory also contains a Unix-style Makefile that creates each of the applications. On systems that don't support a make facility, the Makefile cannot be used directly but nonetheless illustrates how the individual source files are combined to form complete programs. The Makefile is written to assume the existence of a command script called gccx, which is described in the README file for the unix-xwindows implementation.

To simplify the process of copying the source programs, the programs directory also contains an archive subdirectory, which includes the following three files:

programs.shar This file is a text archive of the entire set of (Unix systems) programs created using a Unix utility called shar.

TO RECREATE THE programs DIRECTORY ON YOUR UNIX SYSTEM:

- Connect your FTP application to the archive subdirectory.
- Retrieve the programs.shar file.
- Unpack the programs.shar archive by typing the following Unix command:

sh programs.shar

The effect of this command is to create a directory named programs containing the entire directory tree.

programs.hqx (Macintosh)

This file is a compressed archive of the entire set of programs created using a combination of two utilities for the Macintosh: CompactPro and BinHex4.

TO RECREATE THE programs DIRECTORY ON YOUR MACINTOSH:

- Connect your FTP application to the archive subdirectory.
- If your version of FTP allows you to do so, set the transfer type to BinHex4 and retrieve the file; then skip ahead to step 4.
- If you cannot find a way to retrieve BinHex4 files directly, retrieve the programs.hgx archive in ASCII mode, and then run it through the public-domain BinHex4 conversion utility, which you will have to obtain for your Macintosh.

~/the_art_and_science_of_c/Roberts.CS1.C/programs/

- 4. At this point, you should have an application file on your Macintosh called programs.sea, which is the output of the BinHex4 conversion. Run the programs.sea application by double-clicking its
- 5. When the file dialog for the CompactPro utility appears, select a folder into which you would like to install the programs tree and click the Extract button.

programs.exe (IBM PC)

This file is a compressed archive of the entire set of programs created using an archive utility called LHA. Because the IBM PC does not support file names longer than eight characters, the names of the directories are formed simply by taking the letters CH and following it with a two-digit chapter number. For example, the programs for Chapter 7 are in the subdirectory CH07.

TO RECREATE THE programs DIRECTORY ON YOUR PC:

- 1. Connect your FTP application to the archive subdirectory.
- 2. Retrieve the programs.exe file in binary mode.
- 3. Unpack the archive file by typing the following DOS command:

programs