Project 10

1. Modify Project 9 so that the program is split into three source files and two header files.

> 1) Put all functions related to operations on the list of t-shirt into `tshirt.c` 2) Create a header file named `tshirt.h` that contains `struct tshirt` declaration and prototypes for the functions in `tshirt.c`. The header file should enclose the contents of the header file in an `#ifndef-#endif` pair to protect the file.
>
> 3) Put the `read_line` function in a separate file named `readline.c`. 4) Create a header file named `readline.h` that contains a prototype for the `read_line` function. The header file should enclose the contents of the header file in an `#ifndef-#endif` pair to protect the file.
>
> 5) `tshirt_store2.c` contains the main function.
>
> 6) Include appropriate header files in the source files.

1) Build `readline.o` by compiling `readline.c`
2) Build `tshirt.o` by compiling `tshirt.c`
3) Build `tshirt_store2.o` by compiling `tshirt_store2.c`
4) Build `tshirt_store2` by linking `readline.o, tshirt.o, and tshirt_store2.o`

Each rule should include the name of the target file, dependencies among files, and the command to be executed. The makefile should name the executable file for the program `tshirt_store2`.

1. (part 1) Compile with the following command and test the program:

```
gcc -Wall -std=c99 tshirt.c readline.c
tshirt_store2.c ./try_tshirt_store2
```

2. (part 2) Be sure your `makefile` contains the information necessary to build the program. Test your makefile:

```
make tshirt_store2
./tshirt_store2
```