

1 Objectives

The objectives of this lab are:

1. Gaining more practice with C in general.
2. Gaining more practice with writing and calling your own functions.
3. Getting more practice with memory allocation and deallocation.
4. Gaining some experience with detecting integer overflow.
5. Learning to change text color (if you have not done so already).

2 Requirements

Big picture: You will be filling up a dynamically allocated array with potentially large random numbers. You will then use different approaches to add up the numbers in the array.

2.1 Program Description/Requirements

This program generates an array of random numbers. After the array is allocated and filled with numbers, a function shall be called to display each element of the array, as well as the subtotal up to that point.

- The first column of the output will display each random number.
- The second column shall display the running total **with** overflow detection in an unsigned int.
- The third column will display the subtotal **without** rollover detection in an unsigned int.
- The fourth column will display the subtotal without rollover detection in an unsigned long long.

For example, assume a 3-element array was populated as shown below:

49066129
87851954
7065299

In this case, the output would look like the following:

	Unsigned int Subtotal w/ Rollover Detection	unsigned int Subtotal w/o Rollover Detection	unsigned long long Subtotal w/o Rollover Detection
Random Number			
-----	-----	-----	-----
49066129	49066129	49066129	49066129
87851954	136918083	136918083	136918083
7065299	143983382	143983382	143983382

Each column shall be right-justified as shown in the example to allow for a 13-digit number.

When calculating the subtotal for the second column, if adding a number to the current total would cause a rollover, then the output shall signify that. When printing the output, it shall look like the following (including the red text):

[prior numbers not shown]

3163711	3959034731	3959034731	3959034731
76146772	4035181503	4035181503	4035181503
29027890	4064209393	4064209393	4064209393
115020362	4179229755	4179229755	4179229755
100109211	4279338966	4279338966	4279338966
123456789	REJECTED	107828459	4402795755
100109211	REJECTED	207937670	4502904966
3	4279338969	207937673	4502904969
109822771	REJECTED	317760444	4612727740

[continue the display of all numbers]

2.2 Additional Requirements and Details

1. The name of the code file shall be “main.c”.
2. The number of elements of the array is also chosen randomly, from a minimum size of 1 element up to a maximum size of 100 elements.
3. Each element of the array shall be an “unsigned int”.
4. The variables holding the running totals for the second and third columns shall be declared as “unsigned int”, while the variable holding the running total for the fourth column shall be declared as “unsigned long long”.
5. The array must be allocated dynamically using `malloc`.
6. Limit the maximum size of each random number stored in the array to a number less than 1,234,567,890.
7. Do not use global variables.
8. You shall call a function called `display` that will display the results on the screen as described. Only one call to this function is allowed. The function prototype shall be:


```
void display(unsigned int *values, unsigned int num_values);
```
9. Free the memory you have used before the program terminates.

3 Submission

Submit main.c to Sakai by the deadline.

4 Grading

Your grade shall be based on the following **guidelines**:

1	Compiles without errors:	30	
2	Compiles without warnings:	10	
3	Proper formatting of output:	5	
4	Valgrind reports no errors	15	(includes no segmentation faults)
5	Valid output	15	
6	Style guide followed properly	10	
7	All code requirements met	15	(malloc, display, etc.)

I reserve the right to deduct points when it appears appropriate.