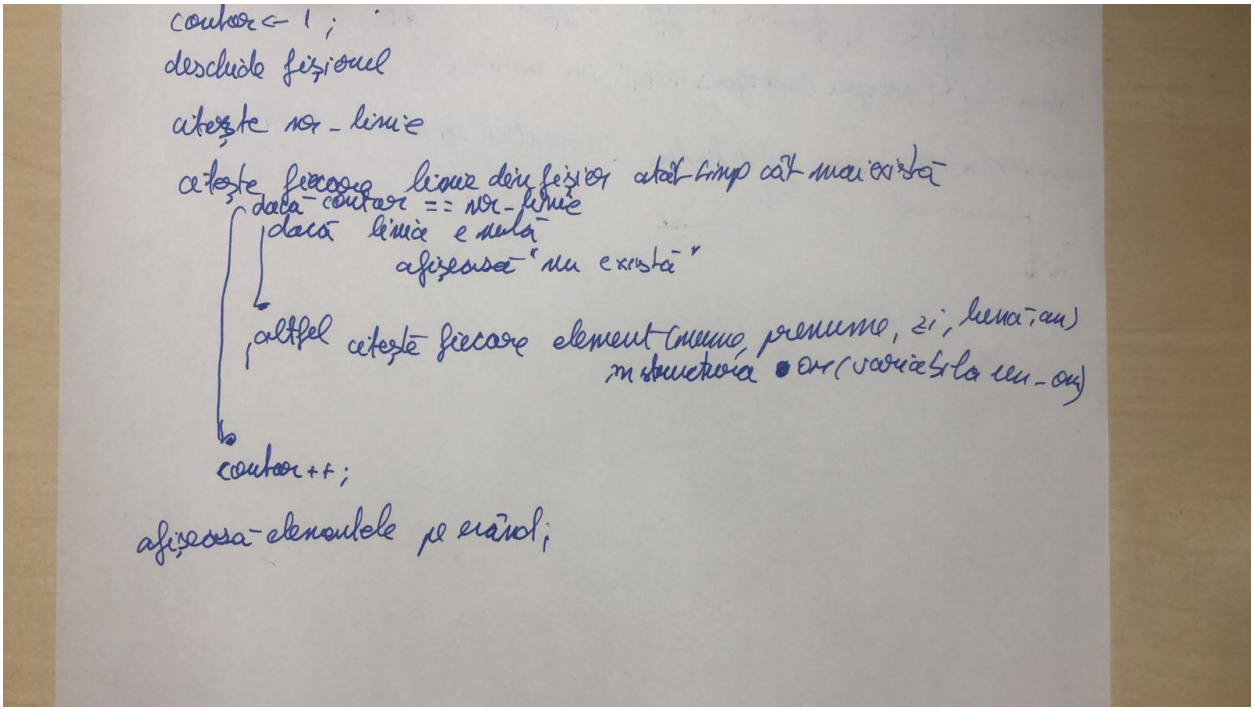
1)

```
 #include <stdio.h>
#include <stdlib.h>
#include <string.h>

typedef struct inreg {
        char nume[20];
        char prenume[20];
        int zi;
        int luna;
        int an;
} OM;

int main() {


        int nr_linie;
        int contor = 1;

        OM un_om;

        FILE *f;
        f = fopen("Text.txt","r");
        printf("Introduceti nr. liniei pe care doriti sa o cititi: nr_linie = ");
        scanf("%d", &nr_linie);
```

```
char temp[100];
while (fgets(temp, 100, f)) {
	if (nr_linie == contor) {

		if (strlen(temp) == 0) {
			printf("nu exista");
		}

		char* token = strtok(temp, " /");
		strcpy(un_om.nume, token);
		token = strtok(NULL, " /");
		strcpy(un_om.prenume, token);
		token = strtok(NULL, " /");
		un_om.zi = atoi(token);
		token = strtok(NULL, " /");
		un_om.luna = atoi(token);
		token = strtok(NULL, " /");
		un_om.an = atoi(token);

	}

	contor++;
```

```
        }


        printf("%s %s %d %d %d", un_om.nume, un_om.prenume, un_om.zi, un_om.luna, un_om.an);
}
```



2) #include <stdio.h>

#include <string.h>

#include <math.h>

#include <stdlib.h>

#include <time.h>

struct region

{

```
    int x0;
    int x1;
    int y0;
    int y1;
};

int main()
{
    int mat[256][256];
    struct region ROI;
    char nume[20], prenume[20];
    int luna, zi;

    scanf("%s %s", nume, prenume);
    scanf("%d %d", &luna, &zi);

    ROI.x0 = strlen(nume) % 5 + 10;
    ROI.x1 = strlen(prenume) % 5 + 10;
    ROI.y0 = luna % 5 + 10;
    ROI.y1 = zi % 5 + 10;



    srand(time(0));
    int nr_elem = 256;
```

```
   for (int i = 0; i < nr_elem; i++)
   {
      for (int j = 0; j < nr_elem; j++)
      {
         mat[i][j] = rand() % 255;
      }
   }




   return 0;
}
int Negate_Image(unsigned char* Image, int row, int col, struct region ROI)
{


}



//int BlackWhite_Image(unsigned char* Img, )
```

Se creeaza o matrice gray scale[[256x256]];

Umplere matrice cu elemente random intre 0 si 256;

Citeste nume, prenume, zi, luna(datele din cerinta)

X0=strlen(nume) %5 +10;

X1= strlen(prenume)%5 +10;

Y0= luna%5 +10;

Y1= ziua %5 +10;

Se creeaza structura cu coordonatele date.

Se aplica functiile coresp din cerinta si se executa instructiunile in acele coordonate specifice.

3)

Int n;

Float număr;

Typedef struct str1{char c[20], int ID} structura_1;

Typedef struct str1{ int n, float număr, structura_1_1;} structura_ceruta;

structura_ceruta*V;

V=(structura_ceruta*) calloc(5,sizeof(structura_ceruta*));