My Project

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1.1 File List

Here is a list of all files with brief descriptions:

Chapter 2

File Documentation

2.1 build/CMakeFiles/3.17.2/CompilerIdC/CMakeCCompilerId.c File Reference

Macros

- #define COMPILER_ID ""
- #define STRINGIFY_HELPER(X) #X
- #define STRINGIFY(X) STRINGIFY_HELPER(X)
- #define PLATFORM_ID
- #define ARCHITECTURE_ID
- #define DEC(n)
- #define HEX(n)
- #define C_DIALECT

Functions

- int main (int argc, char ∗argv[ ])

Variables

- char const ∗ info_compiler = "INFO" ":" "compiler[" COMPILER_ID "]"
- char const ∗ info_platform = "INFO" ":" "platform[" PLATFORM_ID "]"
- char const ∗ info_arch = "INFO" ":" "arch[" ARCHITECTURE_ID "]"
- const char ∗ info_language_dialect_default

2.1.1 Macro Definition Documentation

2.1.1.1 ARCHITECTURE_ID

```
#define ARCHITECTURE_ID
```

2.1.1.2 C_DIALECT

```
#define C_DIALECT
```

2.1.1.3 COMPILER_ID

```
#define COMPILER_ID ""
```

2.1.1.4 DEC

```
#define DEC(
              n )
```

Value:

```
('0' + (((n) / 10000000)%10)), \
  ('0' + (((n) / 1000000)%10)),  \
  ('0' + (((n) / 100000)%10)),   \
  ('0' + (((n) / 10000)%10)),    \
  ('0' + (((n) / 1000)%10)),     \
  ('0' + (((n) / 100)%10)),      \
  ('0' + (((n) / 10)%10)),       \
  ('0' +  ((n) % 10))
```

2.1.1.5 HEX

```
#define HEX(
              n )
```

Value:

```
('0' + ((n)>>28 & 0xF)), \
  ('0' + ((n)>>24 & 0xF)), \
  ('0' + ((n)>>20 & 0xF)), \
  ('0' + ((n)>>16 & 0xF)), \
  ('0' + ((n)>>12 & 0xF)), \
  ('0' + ((n)>>8  & 0xF)), \
  ('0' + ((n)>>4  & 0xF)), \
  ('0' + ((n)     & 0xF))
```

2.1.1.6 PLATFORM_ID

```
#define PLATFORM_ID
```

2.1.1.7 STRINGIFY

```
#define STRINGIFY(
              X ) STRINGIFY_HELPER(X)
```

2.1.1.8 STRINGIFY_HELPER

```
#define STRINGIFY_HELPER(
              X ) #X
```

2.1.2 Function Documentation

2.1.2.1 main()

```
int main (
             int argc,
             char * argv[] )
```

```
647 {
648   int require = 0;
649   require += info_compiler[argc];
650   require += info_platform[argc];
651   require += info_arch[argc];
652 #ifdef COMPILER_VERSION_MAJOR
653   require += info_version[argc];
654 #endif
655 #ifdef COMPILER_VERSION_INTERNAL
656   require += info_version_internal[argc];
657 #endif
658 #ifdef SIMULATE_ID
659   require += info_simulate[argc];
660 #endif
661 #ifdef SIMULATE_VERSION_MAJOR
662   require += info_simulate_version[argc];
663 #endif
664 #if defined(__CRAYXE) || defined(__CRAYXC)
665   require += info_cray[argc];
666 #endif
667   require += info_language_dialect_default[argc];
668   (void)argv;
669   return require;
670 }
```

2.1.3 Variable Documentation

2.1.3.1 info_arch

```
char const* info_arch = "INFO" ":" "arch[" ARCHITECTURE_ID "]"
```

2.1.3.2 info_compiler

```
char const* info_compiler = "INFO" ":" "compiler[" COMPILER_ID "]"
```

2.1.3.3 info_language_dialect_default

```
const char* info_language_dialect_default
```

Initial value:

```
=
  "INFO" ":" "dialect_default[" C_DIALECT "]"
```

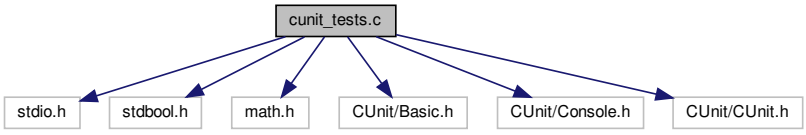
2.1.3.4 info_platform

```
char const* info_platform = "INFO" ":" "platform[" PLATFORM_ID "]"
```

2.2 cunit_tests.c File Reference

```
#include <stdio.h>
#include <stdbool.h>
#include <math.h>
#include <CUnit/Basic.h>
#include <CUnit/Console.h>
#include <CUnit/CUnit.h>
```

Include dependency graph for cunit_tests.c:



Macros

- #define MAX 5

Functions

- int getTop (int i, int j, int arr[MAX][MAX])
- int getBottom (int i, int j, int arr[MAX][MAX])
- int getLeft (int i, int j, int arr[MAX][MAX])
- int getRight (int i, int j, int arr[MAX][MAX])
- int getLeftTop (int i, int j, int arr[MAX][MAX])
- int getRightTop (int i, int j, int arr[MAX][MAX])
- int getLeftBottom (int i, int j, int arr[MAX][MAX])
- int getRightBottom (int i, int j, int arr[MAX][MAX])
- void test_point_location (void)
- int main ()

Variables

- static const double epsilon =0.000000001
- int array [MAX][MAX]

2.2.1 Macro Definition Documentation

2.2.1.1 MAX

```
#define MAX 5
```

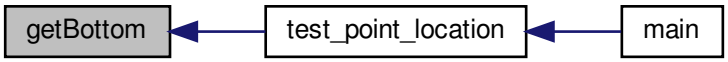
2.2.2 Function Documentation

2.2.2.1 getBottom()

```
int getBottom (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
41                                          {
42
43     int y;
44     if(i == MAX - 1)
45     {
46         y = arr[0][j];
47     }
48     else
49     {
50         y = arr[i+1][j];
51     }
52
53     return y;
54
55 }
```

Here is the caller graph for this function:

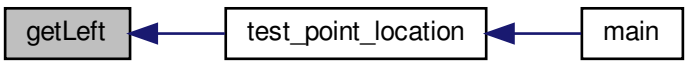


2.2.2.2 getLeft()

```
int getLeft (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
56                                          {
57
58     int y;
59     if(j == 0)
60     {
61         y = arr[i][MAX - 1];
62     }
63     else
64     {
65         y = arr[i][j-1];
66     }
67
68     return y;
69
70 }
```

Here is the caller graph for this function:



2.2.2.3 getLeftBottom()

```
int getLeftBottom (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
132                                                 {
133
134     int y;
135     if(i == MAX - 1 && j != 0)
136     {
137         y = arr[0][j-1];
138     }
139     else if(i != MAX - 1 && j == 0)
140     {
141         y = arr[i+1][MAX-1];
142     }
143     else if(i == MAX - 1 && j == 0)
144     {
145         y = arr[0][MAX-1];
146     }
147     else
148     {
149         y = arr[i+1][j-1];
150     }
151
152     return y;
153 }
```

2.2.2.4 getLeftTop()

```
int getLeftTop (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
87                                                  {
88
89     int y;
90     if(i == 0 && j != 0)
91     {
92         y = arr[MAX-1][j-1];
93     }
94     else if(i != 0 && j == 0)
95     {
96         y = arr[i-1][MAX-1];
97     }
98     else if(i == 0 && j == 0)
99     {
100         y = arr[MAX-1][MAX-1];
101     }
102     else
103     {
104         y = arr[i-1][j-1];
105     }
106
107     return y;
108
109 }
```

2.2.2.5 getRight()

```
int getRight (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
71                                          {
72
73     int y;
74     if(j == MAX - 1)
75     {
76         y = arr[i][0];
77     }
78     else
79     {
80         y = arr[i][j+1];
81     }
82
83     return y;
84
85 }
```

2.2.2.6 getRightBottom()

```
int getRightBottom (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
155                                                 {
156
157     int y;
158     if(i == MAX - 1 && j != MAX - 1)
159     {
160         y = arr[0][j+1];
161     }
162     else if(i != MAX - 1 && j == MAX - 1)
163     {
164         y = arr[i+1][0];
165     }
166     else if(i == MAX - 1 && j == MAX - 1)
167     {
168         y = arr[0][0];
169     }
170     else
171     {
172         y = arr[i+1][j+1];
173     }
174
175     return y;
176
177 }
```

2.2.2.7 getRightTop()

```
int getRightTop (
              int i,
              int j,
              int arr[MAX][MAX] )
```

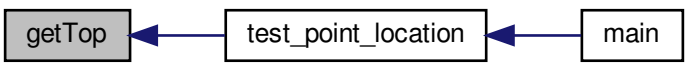
```
110                                                 {
111
112     int y;
113     if(i == 0 && j != MAX - 1)
114     {
115         y = arr[MAX-1][j+1];
116     }
117     else if(i != 0 && j == MAX - 1)
118     {
119         y = arr[i-1][0];
120     }
121     else if(i == 0 && j == MAX - 1)
122     {
123         y = arr[MAX-1][0];
124     }
125     else
126     {
127         y = arr[i-1][j+1];
128     }
129
130     return y;
131 }
```

2.2.2.8 getTop()

```
int getTop (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
26                                              {
27
28     int y;
29     if(i == 0)
30     {
31         y = arr[MAX-1][j];
32     }
33     else
34     {
35         y = arr[i-1][j];
36     }
37
38     return y;
39
40 }
```

Here is the caller graph for this function:



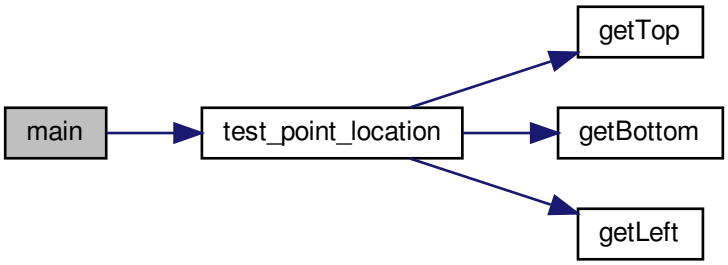
2.2.2.9 main()

```
main ( )
```

fill new array with values of array to use it in future

```
212           {
213   if(CUE_SUCCESS !=CU_initialize_registry())
214         return CU_get_error();
215
216     CU_pSuite pS1=CU_add_suite("Testing points",NULL,NULL);
217
218     CU_ADD_TEST(pS1,test_point_location);
219
220     CU_basic_set_mode(CU_BRM_VERBOSE);
221
222     CU_basic_run_tests();
223     return 0;
224  }
```

Here is the call graph for this function:



2.2.2.10 test_point_location()

```
test_point_location (
             void  )
```

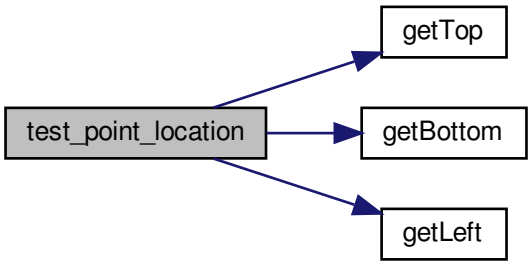
For checking if circular table is working well or no chech some of critical points

Warning

it mustn't give error bc the left of the most left value is most right one
left of the most left must return to right

```
184                                 {
185
186     CU_ASSERT_DOUBLE_EQUAL(getTop(2,1,array),0,epsilon);
187
188     CU_ASSERT_DOUBLE_EQUAL(getTop(1,2,array),1,epsilon);
189
190     CU_ASSERT_DOUBLE_EQUAL(getBottom(2,1,array),0,epsilon);
191
192     CU_ASSERT_DOUBLE_EQUAL(getLeft(1,1,array),0,epsilon);
193
194         CU_ASSERT_DOUBLE_EQUAL(getLeft(1,4,array),0,epsilon);
195
199     CU_ASSERT_DOUBLE_EQUAL(getTop(0,2,array),0,epsilon);
200
201     CU_ASSERT_DOUBLE_EQUAL(getLeft(3,0,array),0,epsilon);
206 CU_ASSERT_DOUBLE_EQUAL(getBottom(4,2,array),1,epsilon);
207
208
209
210 }
```

Here is the call graph for this function:



Here is the caller graph for this function:

2.2.3 Variable Documentation

2.2.3.1 array

```
int array[MAX][MAX]
```

Initial value:

```
= {
                            {0,0,1,0,0},
                            {0,0,1,0,0},
                            {0,1,1,1,0},
                            {0,0,1,0,0},
                            {0,0,0,0,0},
                        }
```

2.2.3.2 epsilon

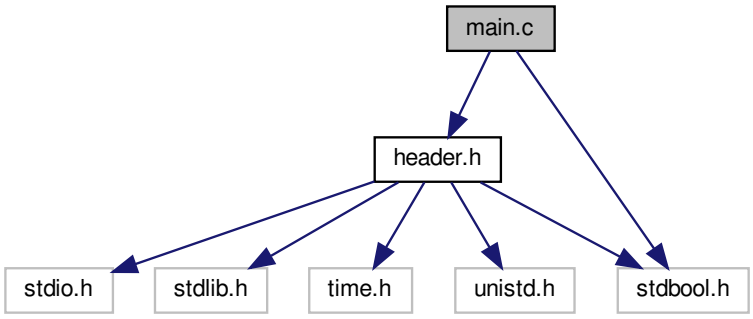
```
const double epsilon =0.000000001  [static]
```

2.3 main.c File Reference

main function Main file of Conway's Game Of Life project

```
#include <header.h>
#include <stdbool.h>
```

Include dependency graph for main.c:

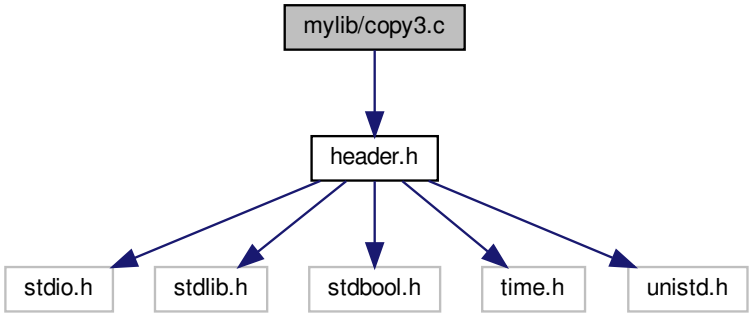


2.3.1 Detailed Description

main function Main file of Conway's Game Of Life project

2.4 mylib/copy3.c File Reference

`#include "header.h"`
Include dependency graph for copy3.c:



Functions

- int getTop (int i, int j, int arr[MAX][MAX])
- int getBottom (int i, int j, int arr[MAX][MAX])
- int getRight (int i, int j, int arr[MAX][MAX])
- int getLeft (int i, int j, int arr[MAX][MAX])
- int getLeftTop (int i, int j, int arr[MAX][MAX])
- int getRightTop (int i, int j, int arr[MAX][MAX])
- int getLeftBottom (int i, int j, int arr[MAX][MAX])
- int getRightBottom (int i, int j, int arr[MAX][MAX])
- bool decide_mode (int i, int j, int array[MAX][MAX])

2.4.1 Function Documentation

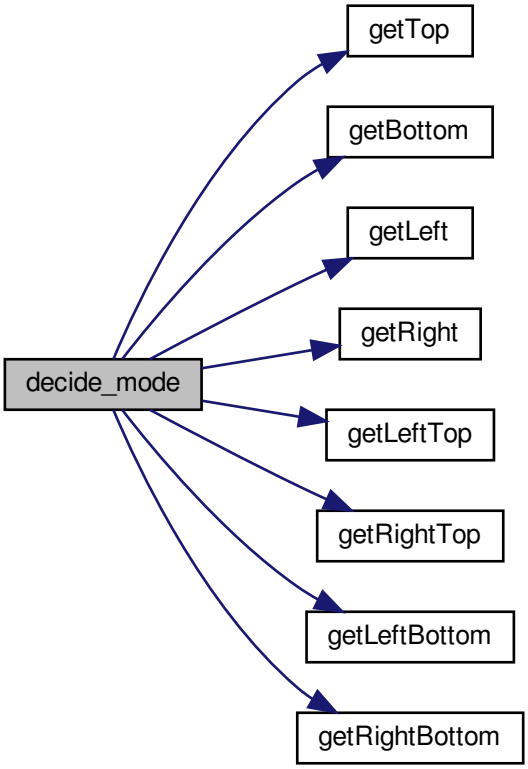
2.4.1.1 decide_mode()

```
bool decide_mode (
              int i,
              int j,
              int array[MAX][MAX] )
```

```
163 {
164     int counter = 0;
165 
166     // ------------ //
167 
168     int top = getTop(i, j, array);
169     counter = counter + top;
170 
171     int bottom = getBottom(i, j, array);
```

```
172     counter = counter + bottom;
173
174     int left = getLeft( i, j, array);
175     counter = counter + left;
176
177     int right = getRight(i, j, array);
178     counter = counter + right;
179
180     // ------------ //
181
182     int ltop = getLeftTop(i, j, array);
183     counter = counter + ltop;
184
185     int rtop = getRightTop(i, j, array);
186     counter = counter + rtop;
187
188     int lbottom = getLeftBottom(i, j, array);
189     counter = counter + lbottom;
190
191     int rbottom = getRightBottom(i, j, array);
192     counter = counter + rbottom;
193
194     // ------------ //
195
196
197     if(array[i][j] == 0)
198     {
199         if(counter == 3)
200         {
201             //printf("%d %d --- ", i, j);
202             //printf("live \n");
203             array[i][j] = 1;
204             return true;
205         }
206     }
207     else if(array[i][j] == 1)
208     {
209         if(counter != 2 && counter != 3)
210         {
211             //printf("%d %d --- ", i, j);
212             //printf("dead \n");
213             array[i][j] = 0;
214             return true;
215         }
216     }
217
218     return false;
219 }
```

Here is the call graph for this function:



2.4.1.2 getBottom()

```
int getBottom (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
19                                          {//for reaching down of given coordinate
20
21     int y;
22     if(i == MAX - 1)
23     {
24         y = arr[0][j];
25     }
26     else
27     {
28         y = arr[i+1][j];
29     }
30
31     return y;
32
33 }
```

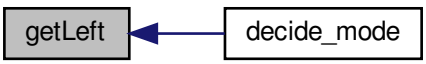
Here is the caller graph for this function:

2.4.1.3 getLeft()

```
int getLeft (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
51                                          {//for reaching left of given coordinate
52
53     int y;
54     if(j == 0)
55     {
56         y = arr[i][MAX - 1];
57     }
58     else
59     {
60         y = arr[i][j-1];
61     }
62
63     return y;
64
65 }
```

Here is the caller graph for this function:



2.4.1.4 getLeftBottom()

```
int getLeftBottom (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
113                                                 { //for reaching left top of given coordinate
114
115     int y;
116     if(i == MAX - 1 && j != 0)
117     {
118         y = arr[0][j-1];
119     }
120     else if(i != MAX - 1 && j == 0)
121     {
122         y = arr[i+1][MAX-1];
123     }
124     else if(i == MAX - 1 && j == 0)
125     {
126         y = arr[0][MAX-1];
127     }
128     else
129     {
130         y = arr[i+1][j-1];
131     }
132
133     return y;
134 }
```

Here is the caller graph for this function:

2.4.1.5 getLeftTop()

```
int getLeftTop (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
68                                              {//for reaching left top of given coordinate
69
70     int y;
71     if(i == 0 && j != 0)
72     {
73         y = arr[MAX-1][j-1];
74     }
75     else if(i != 0 && j == 0)
76     {
77         y = arr[i-1][MAX-1];
78     }
79     else if(i == 0 && j == 0)
80     {
```

```
81          y = arr[MAX-1][MAX-1];
82      }
83      else
84      {
85          y = arr[i-1][j-1];
86      }
87
88      return y;
89
90  }
```

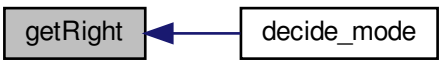
Here is the caller graph for this function:

2.4.1.6 getRight()

```
int getRight (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
36                                          {//for reaching right of given coordinate
37
38      int y;
39      if(j == MAX - 1)
40      {
41          y = arr[i][0];
42      }
43      else
44      {
45          y = arr[i][j+1];
46      }
47
48      return y;
49
50  }
```

Here is the caller graph for this function:



2.4.1.7 getRightBottom()

```
int getRightBottom (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
136                                                 {//for reaching right bottom of given coordinate
137
138     int y;
139     if(i == MAX - 1 && j != MAX - 1)
140     {
141         y = arr[0][j+1];
142     }
143     else if(i != MAX - 1 && j == MAX - 1)
144     {
145         y = arr[i+1][0];
146     }
147     else if(i == MAX - 1 && j == MAX - 1)
148     {
149         y = arr[0][0];
150     }
151     else
152     {
153         y = arr[i+1][j+1];
154     }
155
156     return y;
157
158 }
```

Here is the caller graph for this function:

2.4.1.8 getRightTop()

```
int getRightTop (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
91                                                {//for reaching right top of given coordinate
92
93     int y;
94     if(i == 0 && j != MAX - 1)
95     {
96         y = arr[MAX-1][j+1];
97     }
98     else if(i != 0 && j == MAX - 1)
99     {
100         y = arr[i-1][0];
101      }
102      else if(i == 0 && j == MAX - 1)
```

```
103     {
104         y = arr[MAX-1][0];
105     }
106     else
107     {
108         y = arr[i-1][j+1];
109     }
110 
111     return y;
112 }
```

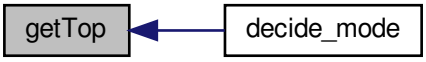
Here is the caller graph for this function:

2.4.1.9 getTop()

```
int getTop (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
4                                       {//for reaching up of given coordinate
5 
6     int y;
7     if(i == 0)
8     {
9         y = arr[MAX-1][j];
10     }
11     else
12     {
13         y = arr[i-1][j];
14     }
15 
16     return y;
17 
18 }
```

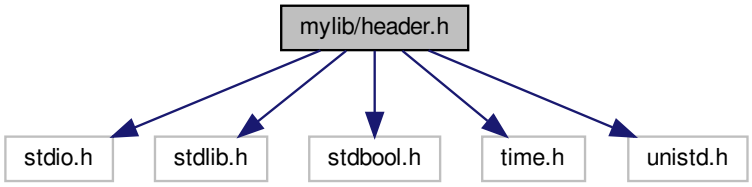
Here is the caller graph for this function:



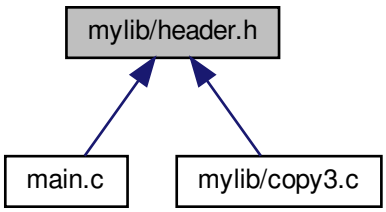
2.5 mylib/header.h File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <stdbool.h>
#include <time.h>
#include <unistd.h>
```

Include dependency graph for header.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define MAX 5

Functions

- int getTop (int i, int j, int arr[MAX][MAX])
- int getBottom (int i, int j, int arr[MAX][MAX])
- int getRight (int i, int j, int arr[MAX][MAX])
- int getLeft (int i, int j, int arr[MAX][MAX])
- int getLeftTop (int i, int j, int arr[MAX][MAX])
- int getRightTop (int i, int j, int arr[MAX][MAX])
- int getLeftBottom (int i, int j, int arr[MAX][MAX])
- int getRightBottom (int i, int j, int arr[MAX][MAX])
- bool decide_mode (int i, int j, int array[MAX][MAX])

2.5.1 Macro Definition Documentation

2.5.1.1 MAX

```
#define MAX 5
```

2.5.2 Function Documentation

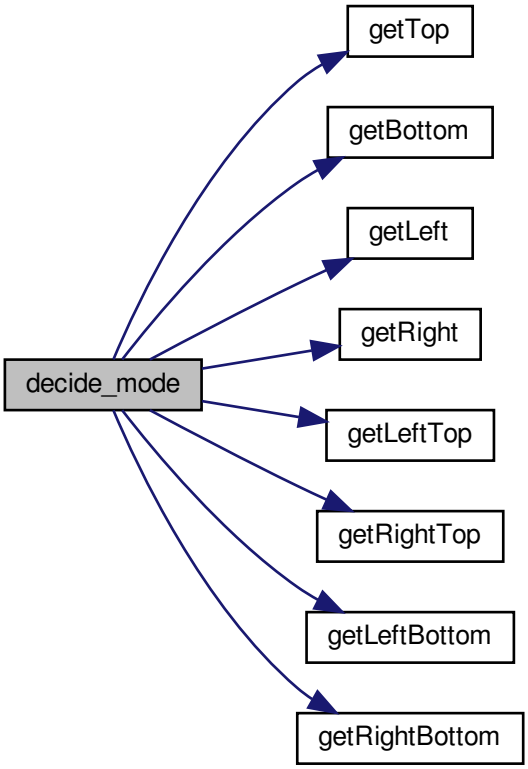
2.5.2.1 decide_mode()

```
bool decide_mode (
              int i,
              int j,
              int array[MAX][MAX] )
```

```
163 {
164     int counter = 0;
165 
166     // ------------ //
167 
168     int top = getTop(i, j, array);
169     counter = counter + top;
170 
171     int bottom = getBottom(i, j, array);
172     counter = counter + bottom;
173 
174     int left = getLeft( i, j, array);
175     counter = counter + left;
176 
177     int right = getRight(i, j, array);
178     counter = counter + right;
179 
180     // ------------ //
181 
182     int ltop = getLeftTop(i, j, array);
183     counter = counter + ltop;
184 
185     int rtop = getRightTop(i, j, array);
186     counter = counter + rtop;
187 
188     int lbottom = getLeftBottom(i, j, array);
189     counter = counter + lbottom;
190 
191     int rbottom = getRightBottom(i, j, array);
192     counter = counter + rbottom;
193 
194     // ------------ //
195 
196 
197     if(array[i][j] == 0)
198     {
199         if(counter == 3)
200         {
201             //printf("%d %d --- ", i, j);
202             //printf("live \n");
203             array[i][j] = 1;
204             return true;
205         }
206     }
207     else if(array[i][j] == 1)
208     {
209         if(counter != 2 && counter != 3)
210         {
211             //printf("%d %d --- ", i, j);
```

```
212             //printf("dead \n");
213             array[i][j] = 0;
214             return true;
215         }
216     }
217
218     return false;
219 }
```

Here is the call graph for this function:



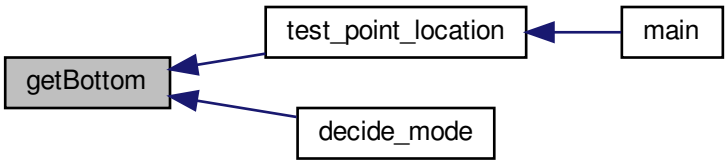
2.5.2.2 getBottom()

```
int getBottom (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
41                                          {
42
43     int y;
44     if(i == MAX - 1)
45     {
46         y = arr[0][j];
```

```
47      }
48      else
49      {
50          y = arr[i+1][j];
51      }
52
53      return y;
54
55  }
```

Here is the caller graph for this function:

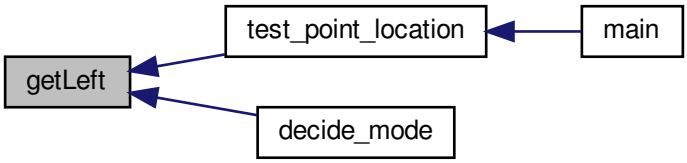


2.5.2.3 getLeft()

```
int getLeft (
              int i,
              int j,
              int arr[MAX][MAX] )

56                                          {
57
58      int y;
59      if(j == 0)
60      {
61          y = arr[i][MAX - 1];
62      }
63      else
64      {
65          y = arr[i][j-1];
66      }
67
68      return y;
69
70  }
```

Here is the caller graph for this function:



2.5.2.4 getLeftBottom()

```
int getLeftBottom (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
132                                                 {
133
134     int y;
135     if(i == MAX - 1 && j != 0)
136     {
137         y = arr[0][j-1];
138     }
139     else if(i != MAX - 1 && j == 0)
140     {
141         y = arr[i+1][MAX-1];
142     }
143     else if(i == MAX - 1 && j == 0)
144     {
145         y = arr[0][MAX-1];
146     }
147     else
148     {
149         y = arr[i+1][j-1];
150     }
151
152     return y;
153 }
```

Here is the caller graph for this function:

2.5.2.5 getLeftTop()

```
int getLeftTop (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
87                                                  {
88
89     int y;
90     if(i == 0 && j != 0)
91     {
92         y = arr[MAX-1][j-1];
93     }
94     else if(i != 0 && j == 0)
95     {
```

```
96          y = arr[i-1][MAX-1];
97      }
98      else if(i == 0 && j == 0)
99      {
100          y = arr[MAX-1][MAX-1];
101      }
102      else
103      {
104          y = arr[i-1][j-1];
105      }
106
107      return y;
108
109 }
```

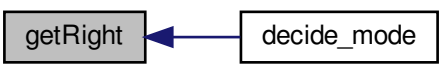
Here is the caller graph for this function:

2.5.2.6 getRight()

```
int getRight (
              int i,
              int j,
              int arr[MAX][MAX] )

71                                          {
72
73      int y;
74      if(j == MAX - 1)
75      {
76          y = arr[i][0];
77      }
78      else
79      {
80          y = arr[i][j+1];
81      }
82
83      return y;
84
85 }
```

Here is the caller graph for this function:



2.5.2.7 getRightBottom()

```
int getRightBottom (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
155                                                 {
156
157     int y;
158     if(i == MAX - 1 && j != MAX - 1)
159     {
160         y = arr[0][j+1];
161     }
162     else if(i != MAX - 1 && j == MAX - 1)
163     {
164         y = arr[i+1][0];
165     }
166     else if(i == MAX - 1 && j == MAX - 1)
167     {
168         y = arr[0][0];
169     }
170     else
171     {
172         y = arr[i+1][j+1];
173     }
174
175     return y;
176
177 }
```

Here is the caller graph for this function:

2.5.2.8 getRightTop()

```
int getRightTop (
              int i,
              int j,
              int arr[MAX][MAX] )
```

```
110                                                 {
111
112     int y;
113     if(i == 0 && j != MAX - 1)
114     {
115         y = arr[MAX-1][j+1];
116     }
117     else if(i != 0 && j == MAX - 1)
118     {
119         y = arr[i-1][0];
120     }
121     else if(i == 0 && j == MAX - 1)
```

```
122     {
123         y = arr[MAX-1][0];
124     }
125     else
126     {
127         y = arr[i-1][j+1];
128     }
129
130     return y;
131 }
```

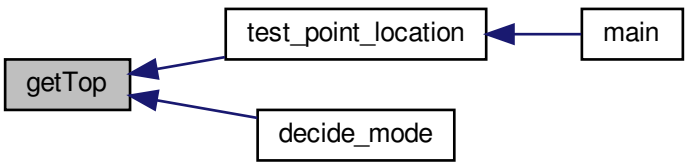
Here is the caller graph for this function:

2.5.2.9 getTop()

```
int getTop (
              int i,
              int j,
              int arr[MAX][MAX] )

26                                          {
27
28     int y;
29     if(i == 0)
30     {
31         y = arr[MAX-1][j];
32     }
33     else
34     {
35         y = arr[i-1][j];
36     }
37
38     return y;
39
40 }
```

Here is the caller graph for this function:



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