

- Section 25.3**    **W** 6. Modify the following program fragment by replacing as many characters as possible by tri-graphs.

```
while ((orig_char = getchar()) != EOF) {
    new_char = orig_char ^ KEY;
    if (isprint(orig_char) && isprint(new_char))
        putchar(new_char);
    else
        putchar(orig_char);
}
```

7. (C99) Modify the program fragment in Exercise 6 by replacing as many tokens as possible by digraphs and macros defined in `<iso646.h>`.

## Programming Projects

- W** 1. Write a program that tests whether your compiler's " " (native) locale is the same as its "C" locale.
2. Write a program that obtains the name of a locale from the command line and then displays the values stored in the corresponding `lconv` structure. For example, if the locale is "fi\_FI" (Finland), the output of the program might look like this:

```
decimal_point = ","
thousands_sep = " "
grouping = 3
mon_decimal_point = ","
mon_thousands_sep = " "
mon_grouping = 3
positive_sign = ""
negative_sign = "-"
currency_symbol = "EUR"
frac_digits = 2
p_cs_precedes = 0
n_cs_precedes = 0
p_sep_by_space = 2
n_sep_by_space = 2
p_sign_posn = 1
n_sign_posn = 1
int_curr_symbol = "EUR "
int_frac_digits = 2
int_p_cs_precedes = 0
int_n_cs_precedes = 0
int_p_sep_by_space = 2
int_n_sep_by_space = 2
int_p_sign_posn = 1
int_n_sign_posn = 1
```

For readability, the characters in `grouping` and `mon_grouping` should be displayed as decimal numbers.