For the linux version I included unistd.h to allow me to use the write function, stdio.h so I could use the sprintf function,
and string.h so I could use the strlen function. I then defined NAME as my name.

Inside the main function I created the char array greeting with a max size of 50 chars because I didn't want to count them
and was pretty sure 50 would be enough. I then used sprintf to populate the greeting array with the chars from the string
I wanted to print to the console. Finally I used write to print the greeting char array to the console by setting the file descriptor
to 1 for standard output and used strlen to find out how many bytes I would be printing.

The windows version is pretty similar. I included windows.h instead of unistd.h to let me use the writeFile function. I had to
create a handle variable console to let the write function know I wanted to print to the console. And I made a dword variable
wrote to hold the number of bytes written after calling WriteFile.

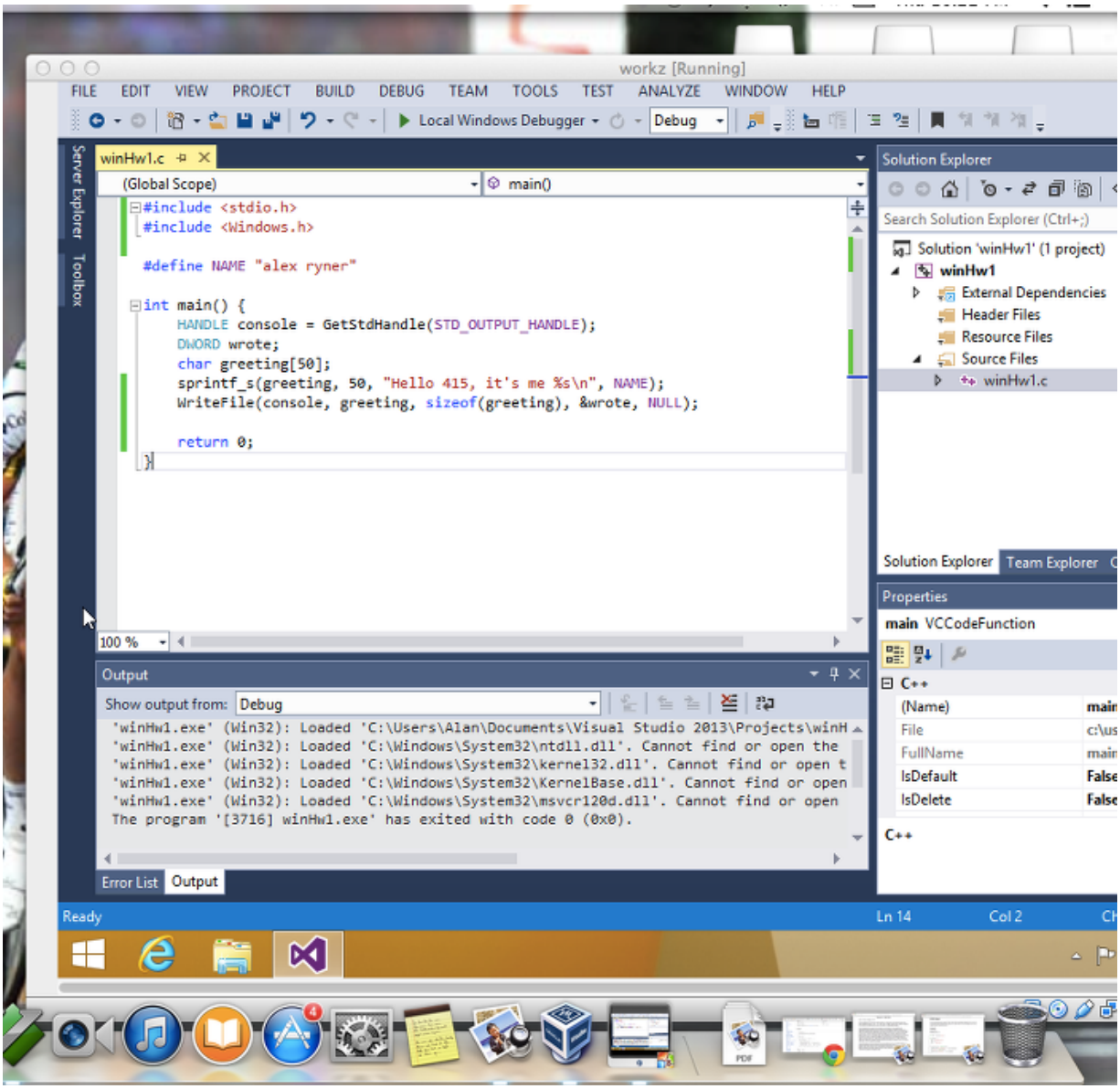
```
**************On a mac*************
ALEXANDERs-MacBook-Air:hw1 alexanderryner$ gcc hw1.c
ALEXANDERs-MacBook-Air:hw1 alexanderryner$ ./a.out
Hello 415, it's me alex ryner


************On windows VM**********
C:\Users\Alan\Documents\Visual Studio 2013\Projects
\winHw1\winHw1>cl winHw1.c
Microsoft (R) C/C++ Optimizing Compiler Version 18.00.21005.1
for x86
Copyright (C) Microsoft Corporation.  All rights reserved.

winHw1.c
Microsoft (R) Incremental Linker Version 12.00.21005.1
Copyright (C) Microsoft Corporation.  All rights reserved.

/out:winHw1.exe
winHw1.obj

C:\Users\Alan\Documents\Visual Studio 2013\Projects
\winHw1\winHw1>winHw1.exe
Hello 415, it's me alex ryner
```


workz [Running]
FILE EDIT VIEW PROJECT BUILD DEBUG TEAM TOOLS TEST ANALYZE WINDOW HELP
Local Windows Debugger
Debug
winHw1.c
(Global Scope)
main()
#include <stdio.h>
#include <Windows.h>
#define NAME "alex ryner"
int main() {
HANDLE console = GetStdHandle(STD_OUTPUT_HANDLE);
DWORD wrote;
char greeting[50];
sprintf_s(greeting, 50, "Hello 415, it's me %s\n", NAME);
WriteFile(console, greeting, sizeof(greeting), &wrote, NULL);
return 0;
}
Solution Explorer
Search Solution Explorer (Ctrl+;)
Solution 'winHw1' (1 project)
winHw1
External Dependencies
Header Files
Resource Files
Source Files
winHw1.c
Solution Explorer
Team Explorer
Properties
main VCCodeFunction
C++
(Name)
File
FullName
IsDefault
IsDelete
Output
Show output from: Debug
'winHw1.exe' (Win32): Loaded 'C:\Users\Alan\Documents\Visual Studio 2013\Projects\winH
'winHw1.exe' (Win32): Loaded 'C:\Windows\System32\ntdll.dll'. Cannot find or open the
'winHw1.exe' (Win32): Loaded 'C:\Windows\System32\kernel32.dll'. Cannot find or open t
'winHw1.exe' (Win32): Loaded 'C:\Windows\System32\KernelBase.dll'. Cannot find or open
'winHw1.exe' (Win32): Loaded 'C:\Windows\System32\msvcr120d.dll'. Cannot find or open
The program '[3716] winHw1.exe' has exited with code 0 (0x0).
Error List
Output
Ready
Ln 14
Col 2