For the windows version I first open the file to be copied and check to see if it was opened successfully. If not I send a message to std error and return 1. I then try to create the new file and if it exists I send a message to std error, close the file I opened earlier and return 1. I then use a while loop to read and then write up to 512 bytes at time from the old file into the new file and I sum the amount of bytes so I can print the total when I am finished. I then close both files and return 0.

For the POSIX version I did basically the same thing but I did this version first and I reversed which direction I checked to see if the files where opened correctly which forced me to put the majority of my code in if blocks and add else blocks. So the logic is essentially the same it just looks uglier.

C:\Users\Alan\Desktop\415>cl winCopyFile.c Microsoft (R) C/C++ Optimizing Compiler Version 18.00.21005.1 for x86 Copyright (C) Microsoft Corporation. All rights reserved.

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

/out:winCopyFile.exe winCopyFile.obj

C:\Users\Alan\Desktop\415>winCopyFile temp thing 13 bytes copied

C:\Users\Alan\Desktop\415>winCopyFile winCopyFile.exe thing2 73728 bytes copied

C:\Users\Alan\Desktop\415>comp temp thing Comparing temp and thing... Files compare OK

Compare more files (Y/N)? n

C:\Users\Alan\Desktop\415>comp winCopyFile.exe thing2 Comparing winCopyFile.exe and thing2... Files compare OK

Compare more files (Y/N)? n

C:\Users\Alan\Desktop\415>

```
ALEXANDERs-MacBook-Air:hw2 alexanderryner$ gcc copyFile.c -o copyFile
ALEXANDERs-MacBook-Air:hw2 alexanderryner$ ./copyFile temp thing
13 bytes copied
ALEXANDERs-MacBook-Air:hw2 alexanderryner$ ./copyFile copyFile thing2
8896 bytes copied
ALEXANDERs-MacBook-Air:hw2 alexanderryner$ diff temp thing
ALEXANDERs-MacBook-Air:hw2 alexanderryner$ diff copyFile thing2
ALEXANDERs-MacBook-Air:hw2 alexanderryner$
```