

Analizador Sintáctico

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Análisis Sintáctico

Se hizo un analizador sintáctico con la ayuda de la herramienta de Bison, para el lenguaje C y que corre en C, este analizador trabaja en conjunto con Flex, para tomar los tokens que este le otorga y revisar con las gramáticas que les sean ingresadas.

Bison

Bison convierte de una gramática libre de contexto a un analizador sintáctico que emplea las tablas de Parsing LALR(1), siendo:

- L: Left algo
- A: ...
- L: ...
- R: rightmost
- (1): donde este uno significa que tiene como lookahead solo un símbolo.

Cabe destacar que Bison es compatible con Yacc. Sirve con C, C++ y Java.

Código

Código con los Errores

```
/*Pruebas/main.c:1:2 syntax error, found "1"*/  
;  
unsigned int __w_retcode : 8 ;  
unsigned int : 16 ;  
} __wait_terminated ;  
struct  
{  
    unsigned int __w_stopval : 8 ;  
    unsigned int __w_stopsig : 8 ;  
    unsigned int : 16 ;  
} __wait_stopped ;  
} ;
```

Código con los Errores

```
typedef union
{
    union wait * __uptr ;
    int * __iptr ;
} __WAIT_STATUS __attribute__ ( ( __transparent_union__
    ) ) ;
typedef struct
{
    int quot ;
    int rem ;
} div_t ;
typedef struct
{
    long int quot ;
```

Código con los Errores

```
long int rem ;
} ldiv_t ;
__extension__ typedef struct
{
long long int quot ;
long long int rem ;
} lldiv_t ;
extern size_t __ctype_get_mb_cur_max ( void )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern double atof ( const char * __nptr )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ) ;
extern int atoi ( const char * __nptr )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ) ;
extern long int atol ( const char * __nptr )
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) );
__extension__ extern long long int atoll ( const char *
    __nptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) );
extern double strtod ( const char * __restrict __nptr ,
char * * __restrict __endptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) );
extern float strtodf ( const char * __restrict __nptr ,
char * * __restrict __endptr ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) );
extern long double strtold ( const char * __restrict
    __nptr ,
char * * __restrict __endptr )
```


Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern unsigned long int strtoul ( const char *
    __restrict __nptr ,
char ** __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
__extension__
extern long long int strtouq ( const char * __restrict
    __nptr ,
char ** __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
__extension__
extern unsigned long long int strtouq ( const char *
    __restrict __nptr ,
char ** __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
```

Código con los Errores

```
extern long long int strtoll ( const char * __restrict
    __nptr ,
char * * __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
__extension__
extern unsigned long long int strtoull ( const char *
    __restrict __nptr ,
char * * __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern char * l64a ( long int __n ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern long int a64l ( const char * __s )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
    __nonnull__ ( 1 ) ) ) ) ;
typedef __u_char u_char ;
typedef __u_short u_short ;
```

Código con los Errores

```
typedef __u_long u_long ;  
typedef __quad_t quad_t ;  
typedef __u_quad_t u_quad_t ;  
typedef __fsid_t fsid_t ;  
typedef __loff_t loff_t ;  
typedef __ino_t ino_t ;  
typedef __dev_t dev_t ;  
typedef __gid_t gid_t ;  
typedef __mode_t mode_t ;  
typedef __nlink_t nlink_t ;  
typedef __uid_t uid_t ;  
typedef __off_t off_t ;  
typedef __pid_t pid_t ;
```

Código con los Errores

```
typedef __id_t id_t ;
typedef __ssize_t ssize_t ;
typedef __daddr_t daddr_t ;
typedef __caddr_t caddr_t ;
typedef __key_t key_t ;
typedef __clock_t clock_t ;
typedef __time_t time_t ;
typedef __clockid_t clockid_t ;
typedef __timer_t timer_t ;
typedef unsigned long int ulong ;
typedef unsigned short int ushort ;
typedef unsigned int uint ;
typedef int int8_t __attribute__ ( ( __mode__ ( __QI__
    ) ) ) ;
```

Código con los Errores

```
typedef int int16_t __attribute__ ( ( __mode__ ( __HI__ ) ) ) ;
typedef int int32_t __attribute__ ( ( __mode__ ( __SI__ ) ) ) ;
typedef int int64_t __attribute__ ( ( __mode__ ( __DI__ ) ) ) ;
typedef unsigned int u_int8_t __attribute__ ( ( __mode__ ( __QI__ ) ) ) ;
typedef unsigned int u_int16_t __attribute__ ( ( __mode__ ( __HI__ ) ) ) ;
typedef unsigned int u_int32_t __attribute__ ( ( __mode__ ( __SI__ ) ) ) ;
typedef unsigned int u_int64_t __attribute__ ( ( __mode__ ( __DI__ ) ) ) ;
typedef int register_t __attribute__ ( ( __mode__ ( __word__ ) ) ) ;
typedef int __sig_atomic_t ;
typedef struct {
```

Código con los Errores

```
typedef __sigset_t sigset_t ;
struct timespec
{
    __time_t tv_sec ;
    __syscall_slong_t tv_nsec ;
} ;
struct timeval
{
    __time_t tv_sec ;
    __suseconds_t tv_usec ;
} ;
typedef __suseconds_t suseconds_t ;
typedef long int __fd_mask ;
```

Código con los Errores

```
typedef struct
{
    __fd_mask __fds_bits [ 1024 / ( 8 * ( int ) sizeof (
        __fd_mask ) ) ] ;
} fd_set ;
typedef __fd_mask fd_mask ;
extern int select ( int __nfds , fd_set * __restrict
    __readfds ,
    fd_set * __restrict __writefds ,
    fd_set * __restrict __exceptfds ,
    struct timeval * __restrict __timeout ) ;
extern int pselect ( int __nfds , fd_set * __restrict
    __readfds ,
    fd_set * __restrict __writefds ,
    fd_set * __restrict __exceptfds ,
    const struct timespec * __restrict __timeout ,
```

Código con los Errores

```
const __sigset_t * __restrict __sigmask ) ;
__extension__
extern unsigned int gnu_dev_major ( unsigned long long
    int __dev )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __const__ ) ) ;
__extension__
extern unsigned int gnu_dev_minor ( unsigned long long
    int __dev )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __const__ ) ) ;
__extension__
extern unsigned long long int gnu_dev_makedev (
    unsigned int __major ,
    unsigned int __minor )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __const__ ) ) ;
typedef __blksize_t blksize_t ;
typedef __blkcnt_t blkcnt_t ;
```


Código con los Errores

```
typedef __fsblkcnt_t fsblkcnt_t ;
typedef __fsfilcnt_t fsfilcnt_t ;
typedef unsigned long int pthread_t ;
union pthread_attr_t
{
char __size [ 56 ] ;
long int __align ;
} ;
typedef union pthread_attr_t pthread_attr_t ;
typedef struct __pthread_internal_list
{
struct __pthread_internal_list * __prev ;
struct __pthread_internal_list * __next ;
```

Código con los Errores

```
} __pthread_list_t ;  
typedef union  
{  
    struct __pthread_mutex_s  
    {  
        int __lock ;  
        unsigned int __count ;  
        int __owner ;  
        unsigned int __nusers ;  
        int __kind ;  
        short __spins ;  
        short __elision ;  
        __pthread_list_t __list ;  
    }  
};
```

Código con los Errores

```
} __data ;  
char __size [ 40 ] ;  
long int __align ;  
} pthread_mutex_t ;  
typedef union  
{  
char __size [ 4 ] ;  
int __align ;  
} pthread_mutexattr_t ;  
typedef union  
{  
struct  
{
```

Código con los Errores

```
int __lock ;
unsigned int __futex ;
__extension__ unsigned long long int __total_seq ;
__extension__ unsigned long long int __wakeup_seq ;
__extension__ unsigned long long int __woken_seq ;
void * __mutex ;
unsigned int __nwaiters ;
unsigned int __broadcast_seq ;
} __data ;
char __size [ 48 ] ;
__extension__ long long int __align ;
} pthread_cond_t ;
typedef union
```

Código con los Errores

```
{  
char __size [ 4 ] ;  
int __align ;  
} pthread_condattr_t ;  
typedef unsigned int pthread_key_t ;  
typedef int pthread_once_t ;  
typedef union  
{  
struct  
{  
int __lock ;  
unsigned int __nr_readers ;  
unsigned int __readers_wakeup ;
```

Código con los Errores

```
unsigned int  __writer_wakeup ;
unsigned int  __nr_readers_queued ;
unsigned int  __nr_writers_queued ;
int  __writer ;
int  __shared ;
signed char  __rwelision ;
unsigned char  __pad1 [ 7 ] ;
unsigned long int  __pad2 ;
unsigned int  __flags ;
} __data ;
char  __size [ 56
static int  keep_printing = 1 ;
static int  read_file (  const char * , char * , int * )
;
```

Código con los Errores

```
void * keep_printing_maze ( void * ) ;  
int main ( int argc , char const * argv [ ] )  
{  
    int maze_size [ 2 ] = { 0 , 0 } ;  
    char string [ 2048 ] ;  
    pthread_t manager , printing ;  
    if ( argc  
1 ;  
    unsigned int __w_retcode : 8 ;  
    unsigned int : 16 ;  
} __wait_terminated ;  
struct  
{
```

Código con los Errores

```
unsigned int __w_stopval : 8 ;
unsigned int __w_stopsig : 8 ;
unsigned int : 16 ;
} __wait_stopped ;
} ;
typedef union
{
union wait * __uptr ;
int * __iptr ;
} __WAIT_STATUS __attribute__ ( ( __transparent_union__
    ) ) ;
typedef struct
{
int quot ;
```


Código con los Errores

```
int rem ;
} div_t ;
typedef struct
{
long int quot ;
long int rem ;
} ldiv_t ;
__extension__ typedef struct
{
long long int quot ;
long long int rem ;
} lldiv_t ;
extern size_t __ctype_get_mb_cur_max ( void )
__attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
```

Código con los Errores

```
extern double atof ( const char * __nptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __pure__ ) ) __attribute__ ( (
__nonnull__ ( 1 ) ) ) ;
extern int atoi ( const char * __nptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __pure__ ) ) __attribute__ ( (
__nonnull__ ( 1 ) ) ) ;
extern long int atol ( const char * __nptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __pure__ ) ) __attribute__ ( (
__nonnull__ ( 1 ) ) ) ;
__extension__ extern long long int atoll ( const char *
__nptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __pure__ ) ) __attribute__ ( (
__nonnull__ ( 1 ) ) ) ;
extern double strtod ( const char * __restrict __nptr ,
char * * __restrict __endptr )
```

Código con los Errores

```
extern long double strtold ( const char * __restrict
    __nptr ,
char * * __restrict __endptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern long int strtol ( const char * __restrict __nptr
    ,
char * * __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern unsigned long int strtoul ( const char *
    __restrict __nptr ,
char * * __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
__extension__
extern long long int strtoll ( const char * __restrict
    __nptr ,
char * * __restrict __endptr , int __base )
```

Código con los Errores

```
--extension--
extern unsigned long long int strtouq ( const char *
    __restrict __nptr ,
char ** __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
--extension--
extern long long int strtoll ( const char * __restrict
    __nptr ,
char ** __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
--extension--
extern unsigned long long int strtoull ( const char *
    __restrict __nptr ,
char ** __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern char * l64a ( long int __n ) __attribute__ ( (
```

Código con los Errores

```
extern long int a64l ( const char * __s )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __pure__ ) ) __attribute__ ( (
__nonnull__ ( 1 ) ) ) ;
typedef __u_char u_char ;
typedef __u_short u_short ;
typedef __u_int u_int ;
typedef __u_long u_long ;
typedef __quad_t quad_t ;
typedef __u_quad_t u_quad_t ;
typedef __fsid_t fsid_t ;
typedef __loff_t loff_t ;
typedef __ino_t ino_t ;
typedef __dev_t dev_t ;
typedef __gid_t gid_t ;
```

Código con los Errores

```
typedef __mode_t mode_t ;
typedef __nlink_t nlink_t ;
typedef __uid_t uid_t ;
typedef __off_t off_t ;
typedef __pid_t pid_t ;
typedef __id_t id_t ;
typedef __ssize_t ssize_t ;
typedef __daddr_t daddr_t ;
typedef __caddr_t caddr_t ;
typedef __key_t key_t ;
typedef __clock_t clock_t ;
typedef __time_t time_t ;
typedef __clockid_t clockid_t ;
```

Código con los Errores

```
typedef __timer_t timer_t ;
typedef unsigned long int ulong ;
typedef unsigned short int ushort ;
typedef unsigned int uint ;
typedef int int8_t __attribute__ ( ( __mode__ ( __QI__
    ) ) ) ;
typedef int int16_t __attribute__ ( ( __mode__ ( __HI__
    ) ) ) ;
typedef int int32_t __attribute__ ( ( __mode__ ( __SI__
    ) ) ) ;
typedef int int64_t __attribute__ ( ( __mode__ ( __DI__
    ) ) ) ;
typedef unsigned int u_int8_t __attribute__ ( (
    __mode__ ( __QI__ ) ) ) ;
typedef unsigned int u_int16_t __attribute__ ( (
    __mode__ ( __HI__ ) ) ) ;
typedef unsigned int u_int32_t __attribute__ ( (
    __mode__ ( __SI__ ) ) ) ;
typedef unsigned int u_int64_t __attribute__ ( (
```

Código con los Errores

```
typedef int __sig_atomic_t ;
typedef struct
{
    unsigned long int __val [ ( 1024 / ( 8 * sizeof (
        unsigned long int ) ) ) ] ;
} __sigset_t ;
typedef __sigset_t sigset_t ;
struct timespec
{
    __time_t tv_sec ;
    __syscall_slong_t tv_nsec ;
} ;
struct timeval
{
```


Código con los Errores

```
--time_t tv_sec ;
--suseconds_t tv_usec ;
} ;
typedef __suseconds_t suseconds_t ;
typedef long int __fd_mask ;
typedef struct
{
__fd_mask __fds_bits [ 1024 / ( 8 * ( int ) sizeof (
    __fd_mask ) ) ] ;
} fd_set ;
typedef __fd_mask fd_mask ;
extern int select ( int __nfds , fd_set * __restrict
    __readfds ,
fd_set * __restrict __writefds ,
fd_set * __restrict __exceptfds ,
```

Código con los Errores

```
struct timeval * __restrict __timeout ) ;
extern int pselect ( int __nfds , fd_set * __restrict
    __readfds ,
    fd_set * __restrict __writefds ,
    fd_set * __restrict __exceptfds ,
    const struct timespec * __restrict __timeout ,
    const __sigset_t * __restrict __sigmask ) ;
__extension__
extern unsigned int gnu_dev_major ( unsigned long long
    int __dev )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __const__ ) ) ;
__extension__
extern unsigned int gnu_dev_minor ( unsigned long long
    int __dev )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __const__ ) ) ;
__extension__
```

Código con los Errores

```
extern unsigned long long int gnu_dev_makedev (
    unsigned int __major ,
    unsigned int __minor )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __const__ ) ) ;
typedef __blksize_t blksize_t ;
typedef __blkcnt_t blkcnt_t ;
typedef __fsblkcnt_t fsblkcnt_t ;
typedef __fsfilcnt_t fsfilcnt_t ;
typedef unsigned long int pthread_t ;
union pthread_attr_t
{
    char __size [ 56 ] ;
    long int __align ;
} ;
```

Código con los Errores

```
typedef union pthread_attr_t pthread_attr_t ;
typedef struct __pthread_internal_list
{
    struct __pthread_internal_list * __prev ;
    struct __pthread_internal_list * __next ;
} __pthread_list_t ;
typedef union
{
    struct __pthread_mutex_s
    {
        int __lock ;
        unsigned int __count ;
        int __owner ;
```

Código con los Errores

```
unsigned int __nusers ;  
int __kind ;  
short __spins ;  
short __elision ;  
__pthread_list_t __list ;  
} __data ;  
char __size [ 40 ] ;  
long int __align ;  
} pthread_mutex_t ;  
typedef union  
{  
char __size [ 4 ] ;  
int __align ;
```

Código con los Errores

```
} pthread_mutexattr_t ;  
typedef union  
{  
    struct  
    {  
        int __lock ;  
        unsigned int __futex ;  
        __extension__ unsigned long long int __total_seq ;  
        __extension__ unsigned long long int __wakeup_seq ;  
        __extension__ unsigned long long int __woken_seq ;  
        void * __mutex ;  
        unsigned int __nwaiters ;  
        unsigned int __broadcast_seq ;  
    }  
};
```

Código con los Errores

```
} __data ;  
char __size [ 48 ] ;  
__extension__ long long int __align ;  
} pthread_cond_t ;  
typedef union  
{  
char __size [ 4 ] ;  
int __align ;  
} pthread_condattr_t ;  
typedef unsigned int pthread_key_t ;  
typedef int pthread_once_t ;  
typedef union  
{
```

Código con los Errores

```
struct
{
int __lock ;
unsigned int __nr_readers ;
unsigned int __readers_wakeup ;
unsigned int __writer_wakeup ;
unsigned int __nr_readers_queued ;
unsigned int __nr_writers_queued ;
int __writer ;
int __shared ;
signed char __rwelision ;
unsigned char __pad1 [ 7 ] ;
unsigned long int __pad2 ;
```


Código con los Errores

```
unsigned int __flags ;  
} __data ;  
char __size [ 56  
static int keep_printing = 1 ;  
static int read_file ( const char * , char * , int * )  
;  
void * keep_printing_maze ( void * ) ;  
int main ( int argc , char const * argv [ ] )  
{  
int maze_size [ 2 ] = { 0 , 0 } ;  
char string [ 2048 ] ;  
pthread_t manager , printing ;  
if ( argc < 2 )  
{
```

Código con los Errores

```
printf ( "Ingrese un archivo con el cual trabajar.\n" )  
    ;  
return 1 ;  
}  
if ( ! read_file ( argv [ 1 ] , string , maze_size ) )  
{  
    printf ( "El archivo ingresado no se pudo abrir o no  
            existe. Intentelo de nuevo.\n" ) ;  
    return 1 ;  
}  
init_threads_list_mutex ( ) ;  
init_maze_mutex ( ) ;  
create_maze ( string , maze_size [ 0 ] , maze_size [ 1  
    ] ) ;  
create_walker ( - 1 , 0 , 0 , 2 ) ;  
pthread_create ( & printing , NULL , keep_printing_maze  
    , NULL ) ;
```

Código con los Errores

```
pthread_create ( & manager , NULL , check_for_threads ,  
    NULL ) ;  
pthread_join ( manager , NULL ) ;  
keep_printing = 0 ;  
pthread_join ( printing , NULL ) ;  
print_finished_walkers ( ) ;  
destroy_maze_mutex ( ) ;  
destroy_threads_list_mutex ( ) ;  
delete_maze ( ) ;  
delete_walkers ( ) ;  
return 0 ;  
}  
static int read_file ( const char * file_name , char *  
    string , int * maze_size )  
{
```

Código con los Errores

```
FILE * maze_file = fopen ( file_name , "r" ) ;  
char buffer [ 256 ] ;  
char * tok ;  
char * subString ;  
int i = 0 ;  
if ( ! maze_file )  
return 0 ;  
fgets ( buffer , sizeof ( buffer ) , maze_file ) ;  
tok = strtok ( buffer , " \n" ) ;  
while ( tok )  
{  
    maze_size [ i ++ ] = atoi ( tok ) ;  
    tok = strtok ( NULL , " \n" ) ;  
}
```

Código con los Errores

```
}  
printf ( "0" ) ;  
while ( ! feof ( maze_file ) )  
{  
    printf ( "1" ) ;  
    fgets ( buffer , 256 , maze_file ) ;  
    printf ( "2" ) ;  
    strncpy ( subString , buffer , maze_size [ 1 ] ) ;  
    printf ( "3" ) ;  
    strcat ( string , subString ) ;  
}  
fclose ( maze_file ) ;  
return 1 ;
```

Código con los Errores

```
}  
void * keep_printing_maze ( void * _ )  
{  
while ( keep_printing )  
{  
print_maze ( ) ;  
sleep ( 1 ) ;  
}  
return NULL ;  
}  
typedef long unsigned int size_t ;  
extern void * memcpy ( void * __restrict __dest , const  
void * __restrict __src ,  
size_t __n ) __attribute__ ( ( __nothrow__ , __leaf__ )  
) __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
```

Código con los Errores

```
extern void * memmove ( void * __dest , const void *  
    __src , size_t __n )  
__attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;  
extern void * memcpy ( void * __restrict __dest ,  
    const void * __restrict __src ,  
int __c , size_t __n )  
__attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;  
extern void * memset ( void * __s , int __c , size_t  
    __n ) __attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;  
extern int memcmp ( const void * __s1 , const void *  
    __s2 , size_t __n )  
__attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (  
    __nonnull__ ( 1 , 2 ) ) ) ;  
extern void * memchr ( const void * __s , int __c ,  
    size_t __n )
```

Código con los Errores

```
const char * __restrict __src , size_t __n )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern char * strcat ( char * __restrict __dest , const
    char * __restrict __src )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern char * strncat ( char * __restrict __dest ,
    const char * __restrict __src ,
size_t __n ) __attribute__ ( ( __nothrow__ , __leaf__ )
    ) __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern int strcmp ( const char * __s1 , const char *
    __s2 )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
    __nonnull__ ( 1 , 2 ) ) ) ) ;
extern int strncmp ( const char * __s1 , const char *
    __s2 , size_t __n )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
```


Código con los Errores

```
const char * __restrict __src , size_t __n )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 2 ) ) ) ;
typedef struct __locale_struct
{
    struct __locale_data * __locales [ 13 ] ;
    const unsigned short int * __ctype_b ;
    const int * __ctype_tolower ;
    const int * __ctype_toupper ;
    const char * __names [ 13 ] ;
} * __locale_t ;
typedef __locale_t locale_t ;
extern int strcoll_l ( const char * __s1 , const char *
    __s2 , __locale_t __l )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
    __nonnull__ ( 1 , 2 , 3 ) ) ) ;
```

Código con los Errores

```
extern size_t strxfrm_l ( char * __dest , const char *  
    __src , size_t __n ,  
    __locale_t __l ) __attribute__ ( ( __nothrow__ ,  
    __leaf__ ) ) __attribute__ ( ( __nonnull__ ( 2 , 4  
    ) ) ) ;  
extern char * strdup ( const char * __s )  
    __attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __malloc__ ) ) __attribute__ ( (  
    __nonnull__ ( 1 ) ) ) ) ;  
extern char * strndup ( const char * __string , size_t  
    __n )  
    __attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __malloc__ ) ) __attribute__ ( (  
    __nonnull__ ( 1 ) ) ) ) ;  
extern char * strchr ( const char * __s , int __c )  
    __attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (  
    __nonnull__ ( 1 ) ) ) ) ;  
extern char * strchr ( const char * __s , int __c )  
    ..  
    ..  
    ..
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 , 2 ) ) ) );
extern char * strpbrk ( const char * __s , const char *
    __accept )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 , 2 ) ) ) );
extern char * strstr ( const char * __haystack , const
    char * __needle )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 , 2 ) ) ) );
extern char * strtok ( char * __restrict __s , const
    char * __restrict __delim )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 2 ) ) ) );
extern char * __strtok_r ( char * __restrict __s ,
const char * __restrict __delim ,
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 2 , 3 ) ) ) ;
extern size_t strlen ( const char * __s )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ) ;
extern size_t strlen ( const char * __string , size_t
    __maxlen )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ) ;
extern char * strerror ( int __errnum ) __attribute__ (
    ( __nothrow__ , __leaf__ ) ) ;
extern int strerror_r ( int __errnum , char * __buf ,
    size_t __buflen ) __asm__ ( " " __xpg_strerror_r " " )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 2 ) ) ) ;
extern char * strerror_l ( int __errnum , __locale_t
    __l ) __attribute__ ( ( __nothrow__ , __leaf__ ) )
```

Código con los Errores

```
extern int bcmp ( const void * __s1 , const void * __s2
    , size_t __n )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 , 2 ) ) ) ) ;
extern char * index ( const char * __s , int __c )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ) ;
extern char * rindex ( const char * __s , int __c )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ) ;
extern int ffs ( int __i ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) __attribute__ ( (
        __const__ ) ) ) ;
extern int strcasecmp ( const char * __s1 , const char
    * __s2 )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern char * strsignal ( int __sig ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern char * __stpcpy ( char * __restrict __dest ,
    const char * __restrict __src )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern char * stpcpy ( char * __restrict __dest , const
    char * __restrict __src )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern char * __stpncpy ( char * __restrict __dest ,
const char * __restrict __src , size_t __n )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern char * stpncpy ( char * __restrict __dest ,
const char * __restrict __src , size_t __n )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
```

Código con los Errores

```
typedef unsigned short int __u_short ;  
typedef unsigned int __u_int ;  
typedef unsigned long int __u_long ;  
typedef signed char __int8_t ;  
typedef unsigned char __uint8_t ;  
typedef signed short int __int16_t ;  
typedef unsigned short int __uint16_t ;  
typedef signed int __int32_t ;  
typedef unsigned int __uint32_t ;  
typedef signed long int __int64_t ;  
typedef unsigned long int __uint64_t ;  
typedef long int __quad_t ;  
typedef unsigned long int __u_quad_t ;
```

Código con los Errores

```
typedef unsigned long int __dev_t ;  
typedef unsigned int __uid_t ;  
typedef unsigned int __gid_t ;  
typedef unsigned long int __ino_t ;  
typedef unsigned long int __ino64_t ;  
typedef unsigned int __mode_t ;  
typedef unsigned long int __nlink_t ;  
typedef long int __off_t ;  
typedef long int __off64_t ;  
typedef int __pid_t ;  
typedef struct { int __val [ 2 ] ; } __fsid_t ;  
typedef long int __clock_t ;  
typedef unsigned long int __rlim_t ;
```


Código con los Errores

```
typedef unsigned long int __rlim64_t ;  
typedef unsigned int __id_t ;  
typedef long int __time_t ;  
typedef unsigned int __useconds_t ;  
typedef long int __suseconds_t ;  
typedef int __daddr_t ;  
typedef int __key_t ;  
typedef int __clockid_t ;  
typedef void * __timer_t ;  
typedef long int __blksize_t ;  
typedef long int __blkcnt_t ;  
typedef long int __blkcnt64_t ;  
typedef unsigned long int __fsblkcnt_t ;
```

Código con los Errores

```
typedef unsigned long int __fsblkcnt64_t ;  
typedef unsigned long int __fsfilcnt_t ;  
typedef unsigned long int __fsfilcnt64_t ;  
typedef long int __fsword_t ;  
typedef long int __ssize_t ;  
typedef long int __syscall_slong_t ;  
typedef unsigned long int __syscall_ulong_t ;  
typedef __off64_t __loff_t ;  
typedef __quad_t * __qaddr_t ;  
typedef char * __caddr_t ;  
typedef long int __intptr_t ;  
typedef unsigned int __socklen_t ;  
typedef __ssize_t ssize_t ;
```

Código con los Errores

```
typedef long unsigned int size_t ;
typedef __gid_t gid_t ;
typedef __uid_t uid_t ;
typedef __off_t off_t ;
typedef __useconds_t useconds_t ;
typedef __pid_t pid_t ;
typedef __intptr_t intptr_t ;
typedef __socklen_t socklen_t ;
extern int access ( const char * __name , int __type )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int faccessat ( int __fd , const char * __file ,
    int __type , int __flag )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 2 ) ) ) ;
extern __off_t lseek ( int __fd , __off_t __offset ,
    int __whence ) __attribute__ ( ( __nothrow__ ,
    __leaf__ ) ) ;
extern int close ( int __fd ) ;
```

Código con los Errores

```
extern ssize_t read ( int __fd , void * __buf , size_t
    __nbytes ) ;
extern ssize_t write ( int __fd , const void * __buf ,
    size_t __n ) ;
extern ssize_t pread ( int __fd , void * __buf , size_t
    __nbytes ,
    __off_t __offset ) ;
extern ssize_t pwrite ( int __fd , const void * __buf ,
    size_t __n ,
    __off_t __offset ) ;
extern int pipe ( int __pipedes [ 2 ] ) __attribute__ (
    ( __nothrow__ , __leaf__ ) ) ;
extern unsigned int alarm ( unsigned int __seconds )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern unsigned int sleep ( unsigned int __seconds ) ;
extern __useconds_t ualarm ( __useconds_t __value ,
    __useconds_t __interval )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int usleep ( __useconds_t __useconds ) ;
```

Código con los Errores

```
extern int chown ( const char * __file , __uid_t
    __owner , __gid_t __group )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int fchown ( int __fd , __uid_t __owner ,
    __gid_t __group ) __attribute__ ( ( __nothrow__ ,
    __leaf__ ) ) ;
extern int lchown ( const char * __file , __uid_t
    __owner , __gid_t __group )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int fchownat ( int __fd , const char * __file ,
    __uid_t __owner ,
    __gid_t __group , int __flag )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 2 ) ) ) ;
extern int chdir ( const char * __path ) __attribute__
    ( ( __nothrow__ , __leaf__ ) ) __attribute__ ( (
    __nonnull__ ( 1 ) ) ) ) ;
```

Código con los Errores

```
extern int dup ( int __fd ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern int dup2 ( int __fd , int __fd2 ) __attribute__
    ( ( __nothrow__ , __leaf__ ) ) ;
extern char * * __environ ;
extern int exeve ( const char * __path , char * const
    __argv [ ] ,
char * const __envp [ ] ) __attribute__ ( ( __nothrow__
    , __leaf__ ) ) __attribute__ ( ( __nonnull__ ( 1 ,
    2 ) ) ) ;
extern int fexeve ( int __fd , char * const __argv [ ]
    , char * const __envp [ ] )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 2 ) ) ) ;
extern int execv ( const char * __path , char * const
    __argv [ ] )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern int execl ( const char * __path , const char *
```

Código con los Errores

```
extern int execvp ( const char * __file , char * const
    __argv [ ] )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern int execlp ( const char * __file , const char *
    __arg , ... )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern int nice ( int __inc ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern void _exit ( int __status ) __attribute__ ( (
    __noreturn__ ) ) ;
enum
{
    _PC_LINK_MAX ,
    _PC_MAX_CANON ,
    _PC_MAX_INPUT ,
    _PC_NAME_MAX ,
    _PC_PATH_MAX ,
```

Código con los Errores

```
_PC_PIPE_BUF ,  
_PC_CHOWN_RESTRICTED ,  
_PC_NO_TRUNC ,  
_PC_VDISABLE ,  
_PC_SYNC_IO ,  
_PC_ASYNC_IO ,  
_PC_PRIO_IO ,  
_PC_SOCK_MAXBUF ,  
_PC_FILESIZEBITS ,  
_PC_REC_INCR_XFER_SIZE ,  
_PC_REC_MAX_XFER_SIZE ,  
_PC_REC_MIN_XFER_SIZE ,  
_PC_REC_XFER_ALIGN ,
```


Código con los Errores

```
_PC_ALLOC_SIZE_MIN ,  
_PC_SYMLINK_MAX ,  
_PC_2_SYMLINKS  
} ;  
enum  
{  
_SC_ARG_MAX ,  
_SC_CHILD_MAX ,  
_SC_CLK_TCK ,  
_SC_NGROUPS_MAX ,  
_SC_OPEN_MAX ,  
_SC_STREAM_MAX ,  
_SC_TZNAME_MAX ,
```

Código con los Errores

```
_SC_JOB_CONTROL ,  
_SC_SAVED_IDS ,  
_SC_REALTIME_SIGNALS ,  
_SC_PRIORITY_SCHEDULING ,  
_SC_TIMERS ,  
_SC_ASYNCHRONOUS_IO ,  
_SC_PRIORITIZED_IO ,  
_SC_SYNCHRONIZED_IO ,  
_SC_FSYNC ,  
_SC_MAPPED_FILES ,  
_SC_MEMLOCK ,  
_SC_MEMLOCK_RANGE ,  
_SC_MEMORY_PROTECTION ,
```

Código con los Errores

```
_SC_MESSAGE_PASSING ,  
_SC_SEMAPHORES ,  
_SC_SHARED_MEMORY_OBJECTS ,  
_SC_AIO_LISTIO_MAX ,  
_SC_AIO_MAX ,  
_SC_AIO_PRIO_DELTA_MAX ,  
_SC_DELAYTIMER_MAX ,  
_SC_MQ_OPEN_MAX ,  
_SC_MQ_PRIO_MAX ,  
_SC_VERSION ,  
_SC_PAGESIZE ,  
_SC_RTSIG_MAX ,  
_SC_SEM_NSEMS_MAX ,
```

Código con los Errores

```
_SC_SEM_VALUE_MAX ,  
_SC_SIGQUEUE_MAX ,  
_SC_TIMER_MAX ,  
_SC_BC_BASE_MAX ,  
_SC_BC_DIM_MAX ,  
_SC_BC_SCALE_MAX ,  
_SC_BC_STRING_MAX ,  
_SC_COLL_WEIGHTS_MAX ,  
_SC_EQUIV_CLASS_MAX ,  
_SC_EXPR_NEST_MAX ,  
_SC_LINE_MAX ,  
_SC_RE_DUP_MAX ,  
_SC_CHARCLASS_NAME_MAX ,
```

Código con los Errores

```
_SC_2_VERSION ,  
_SC_2_C_BIND ,  
_SC_2_C_DEV ,  
_SC_2_FORT_DEV ,  
_SC_2_FORT_RUN ,  
_SC_2_SW_DEV ,  
_SC_2_LOCALEDEF ,  
_SC_PII ,  
_SC_PII_XTI ,  
_SC_PII_SOCKET ,  
_SC_PII_INTERNET ,  
_SC_PII_OSI ,  
_SC_POLL ,
```

Código con los Errores

```
_SC_SELECT ,  
_SC_UIO_MAXIOV ,  
_SC_IOV_MAX = _SC_UIO_MAXIOV ,  
_SC_PII_INTERNET_STREAM ,  
_SC_PII_INTERNET_DGRAM ,  
_SC_PII_OSI_COTS ,  
_SC_PII_OSI_CLTS ,  
_SC_PII_OSI_M ,  
_SC_T_IOV_MAX ,  
_SC_THREADS ,  
_SC_THREAD_SAFE_FUNCTIONS ,  
_SC_GETGR_R_SIZE_MAX ,  
_SC_GETPW_R_SIZE_MAX ,
```

Código con los Errores

```
_SC_LOGIN_NAME_MAX ,  
_SC_TTY_NAME_MAX ,  
_SC_THREAD_DESTRUCTOR_ITERATIONS ,  
_SC_THREAD_KEYS_MAX ,  
_SC_THREAD_STACK_MIN ,  
_SC_THREAD_THREADS_MAX ,  
_SC_THREAD_ATTR_STACKADDR ,  
_SC_THREAD_ATTR_STACKSIZE ,  
_SC_THREAD_PRIORITY_SCHEDULING ,  
_SC_THREAD_PRIO_INHERIT ,  
_SC_THREAD_PRIO_PROTECT ,  
_SC_THREAD_PROCESS_SHARED ,  
_SC_NPROCESSORS_CONF ,
```

Código con los Errores

```
_SC_NPROCESSORS_ONLN ,  
_SC_PHYS_PAGES ,  
_SC_AVPHYS_PAGES ,  
_SC_ATEXIT_MAX ,  
_SC_PASS_MAX ,  
_SC_XOPEN_VERSION ,  
_SC_XOPEN_XCU_VERSION ,  
_SC_XOPEN_UNIX ,  
_SC_XOPEN_CRYPT ,  
_SC_XOPEN_ENH_I18N ,  
_SC_XOPEN_SHM ,  
_SC_2_CHAR_TERM ,  
_SC_2_C_VERSION ,
```


Código con los Errores

```
_SC_2_UPE ,  
_SC_XOPEN_XPG2 ,  
_SC_XOPEN_XPG3 ,  
_SC_XOPEN_XPG4 ,  
_SC_CHAR_BIT ,  
_SC_CHAR_MAX ,  
_SC_CHAR_MIN ,  
_SC_INT_MAX ,  
_SC_INT_MIN ,  
_SC_LONG_BIT ,  
_SC_WORD_BIT ,  
_SC_MB_LEN_MAX ,  
_SC_NZERO ,
```

Código con los Errores

```
_SC_SSIZE_MAX ,  
_SC_SCHAR_MAX ,  
_SC_SCHAR_MIN ,  
_SC_SHRT_MAX ,  
_SC_SHRT_MIN ,  
_SC_UCHAR_MAX ,  
_SC_UINT_MAX ,  
_SC_ULONG_MAX ,  
_SC_USHRT_MAX ,  
_SC_NL_ARGMAX ,  
_SC_NL_LANGMAX ,  
_SC_NL_MSGMAX ,  
_SC_NL_NMAX ,
```

Código con los Errores

```
_SC_NL_SETMAX ,  
_SC_NL_TEXTMAX ,  
_SC_XBS5_ILP32_OFF32 ,  
_SC_XBS5_ILP32_OFFBIG ,  
_SC_XBS5_LP64_OFF64 ,  
_SC_XBS5_LPBIG_OFFBIG ,  
_SC_XOPEN_LEGACY ,  
_SC_XOPEN_REALTIME ,  
_SC_XOPEN_REALTIME_THREADS ,  
_SC_ADVISORY_INFO ,  
_SC_BARRIERS ,  
_SC_BASE ,  
_SC_C_LANG_SUPPORT ,
```

Código con los Errores

```
_SC_C_LANG_SUPPORT_R ,  
_SC_CLOCK_SELECTION ,  
_SC_CPUTIME ,  
_SC_THREAD_CPUTIME ,  
_SC_DEVICE_IO ,  
_SC_DEVICE_SPECIFIC ,  
_SC_DEVICE_SPECIFIC_R ,  
_SC_FD_MGMT ,  
_SC_FIFO ,  
_SC_PIPE ,  
_SC_FILE_ATTRIBUTES ,  
_SC_FILE_LOCKING ,  
_SC_FILE_SYSTEM ,
```

Código con los Errores

```
_SC_MONOTONIC_CLOCK ,  
_SC_MULTI_PROCESS ,  
_SC_SINGLE_PROCESS ,  
_SC_NETWORKING ,  
_SC_READER_WRITER_LOCKS ,  
_SC_SPIN_LOCKS ,  
_SC_REGEX ,  
_SC_REGEX_VERSION ,  
_SC_SHELL ,  
_SC_SIGNALS ,  
_SC_SPAWN ,  
_SC_SPORADIC_SERVER ,  
_SC_THREAD_SPORADIC_SERVER ,
```

Código con los Errores

```
_SC_SYSTEM_DATABASE ,  
_SC_SYSTEM_DATABASE_R ,  
_SC_TIMEOUTS ,  
_SC_TYPED_MEMORY_OBJECTS ,  
_SC_USER_GROUPS ,  
_SC_USER_GROUPS_R ,  
_SC_2_PBS ,  
_SC_2_PBS_ACCOUNTING ,  
_SC_2_PBS_LOCATE ,  
_SC_2_PBS_MESSAGE ,  
_SC_2_PBS_TRACK ,  
_SC_SYMLOOP_MAX ,  
_SC_STREAMS ,
```

Código con los Errores

```
_SC_2_PBS_CHECKPOINT ,  
_SC_V6_ILP32_OFF32 ,  
_SC_V6_ILP32_OFFBIG ,  
_SC_V6_LP64_OFF64 ,  
_SC_V6_LPBIG_OFFBIG ,  
_SC_HOST_NAME_MAX ,  
_SC_TRACE ,  
_SC_TRACE_EVENT_FILTER ,  
_SC_TRACE_INHERIT ,  
_SC_TRACE_LOG ,  
_SC_LEVEL1_ICACHE_SIZE ,  
_SC_LEVEL1_ICACHE_ASSOC ,  
_SC_LEVEL1_ICACHE_LINESIZE ,
```

Código con los Errores

```
_SC_LEVEL1_DCACHE_SIZE ,  
_SC_LEVEL1_DCACHE_ASSOC ,  
_SC_LEVEL1_DCACHE_LINESIZE ,  
_SC_LEVEL2_CACHE_SIZE ,  
_SC_LEVEL2_CACHE_ASSOC ,  
_SC_LEVEL2_CACHE_LINESIZE ,  
_SC_LEVEL3_CACHE_SIZE ,  
_SC_LEVEL3_CACHE_ASSOC ,  
_SC_LEVEL3_CACHE_LINESIZE ,  
_SC_LEVEL4_CACHE_SIZE ,  
_SC_LEVEL4_CACHE_ASSOC ,  
_SC_LEVEL4_CACHE_LINESIZE ,  
_SC_IPV6 = _SC_LEVEL1_ICACHE_SIZE + 50 ,
```


Código con los Errores

```
_SC_RAW_SOCKETS ,  
_SC_V7_ILP32_OFF32 ,  
_SC_V7_ILP32_OFFBIG ,  
_SC_V7_LP64_OFF64 ,  
_SC_V7_LPBIG_OFFBIG ,  
_SC_SS_REPL_MAX ,  
_SC_TRACE_EVENT_NAME_MAX ,  
_SC_TRACE_NAME_MAX ,  
_SC_TRACE_SYS_MAX ,  
_SC_TRACE_USER_EVENT_MAX ,  
_SC_XOPEN_STREAMS ,  
_SC_THREAD_ROBUST_PRIO_INHERIT ,  
_SC_THREAD_ROBUST_PRIO_PROTECT
```

Código con los Errores

```
} ;  
enum  
{  
_CS_PATH ,  
_CS_V6_WIDTH_RESTRICTED_ENVS ,  
_CS_GNU_LIBC_VERSION ,  
_CS_GNU_LIBPTHREAD_VERSION ,  
_CS_V5_WIDTH_RESTRICTED_ENVS ,  
_CS_V7_WIDTH_RESTRICTED_ENVS ,  
_CS_LFS_CFLAGS = 1000 ,  
_CS_LFS_LDFLAGS ,  
_CS_LFS_LIBS ,  
_CS_LFS_LINTFLAGS ,  
}
```

Código con los Errores

```
_CS_LFS64_CFLAGS ,  
_CS_LFS64_LDFLAGS ,  
_CS_LFS64_LIBS ,  
_CS_LFS64_LINTFLAGS ,  
_CS_XBS5_ILP32_OFF32_CFLAGS = 1100 ,  
_CS_XBS5_ILP32_OFF32_LDFLAGS ,  
_CS_XBS5_ILP32_OFF32_LIBS ,  
_CS_XBS5_ILP32_OFF32_LINTFLAGS ,  
_CS_XBS5_ILP32_OFFBIG_CFLAGS ,  
_CS_XBS5_ILP32_OFFBIG_LDFLAGS ,  
_CS_XBS5_ILP32_OFFBIG_LIBS ,  
_CS_XBS5_ILP32_OFFBIG_LINTFLAGS ,  
_CS_XBS5_LP64_OFF64_CFLAGS ,
```

Código con los Errores

```
_CS_XBS5_LP64_OFF64_LDFLAGS ,  
_CS_XBS5_LP64_OFF64_LIBS ,  
_CS_XBS5_LP64_OFF64_LINTFLAGS ,  
_CS_XBS5_LPBIG_OFFBIG_CFLAGS ,  
_CS_XBS5_LPBIG_OFFBIG_LDFLAGS ,  
_CS_XBS5_LPBIG_OFFBIG_LIBS ,  
_CS_XBS5_LPBIG_OFFBIG_LINTFLAGS ,  
_CS_POSIX_V6_ILP32_OFF32_CFLAGS ,  
_CS_POSIX_V6_ILP32_OFF32_LDFLAGS ,  
_CS_POSIX_V6_ILP32_OFF32_LIBS ,  
_CS_POSIX_V6_ILP32_OFF32_LINTFLAGS ,  
_CS_POSIX_V6_ILP32_OFFBIG_CFLAGS ,  
_CS_POSIX_V6_ILP32_OFFBIG_LDFLAGS ,
```

Código con los Errores

```
_CS_POSIX_V6_ILP32_OFFBIG_LIBS ,  
_CS_POSIX_V6_ILP32_OFFBIG_LINTFLAGS ,  
_CS_POSIX_V6_LP64_OFF64_CFLAGS ,  
_CS_POSIX_V6_LP64_OFF64_LDFLAGS ,  
_CS_POSIX_V6_LP64_OFF64_LIBS ,  
_CS_POSIX_V6_LP64_OFF64_LINTFLAGS ,  
_CS_POSIX_V6_LPBIG_OFFBIG_CFLAGS ,  
_CS_POSIX_V6_LPBIG_OFFBIG_LDFLAGS ,  
_CS_POSIX_V6_LPBIG_OFFBIG_LIBS ,  
_CS_POSIX_V6_LPBIG_OFFBIG_LINTFLAGS ,  
_CS_POSIX_V7_ILP32_OFF32_CFLAGS ,  
_CS_POSIX_V7_ILP32_OFF32_LDFLAGS ,  
_CS_POSIX_V7_ILP32_OFF32_LIBS ,
```

Código con los Errores

```
_CS_POSIX_V7_ILP32_OFF32_LINTFLAGS ,  
_CS_POSIX_V7_ILP32_OFFBIG_CFLAGS ,  
_CS_POSIX_V7_ILP32_OFFBIG_LDFLAGS ,  
_CS_POSIX_V7_ILP32_OFFBIG_LIBS ,  
_CS_POSIX_V7_ILP32_OFFBIG_LINTFLAGS ,  
_CS_POSIX_V7_LP64_OFF64_CFLAGS ,  
_CS_POSIX_V7_LP64_OFF64_LDFLAGS ,  
_CS_POSIX_V7_LP64_OFF64_LIBS ,  
_CS_POSIX_V7_LP64_OFF64_LINTFLAGS ,  
_CS_POSIX_V7_LPBIG_OFFBIG_CFLAGS ,  
_CS_POSIX_V7_LPBIG_OFFBIG_LDFLAGS ,  
_CS_POSIX_V7_LPBIG_OFFBIG_LIBS ,  
_CS_POSIX_V7_LPBIG_OFFBIG_LINTFLAGS ,
```

Código con los Errores

```
_CS_V6_ENV ,
_CS_V7_ENV
} ;
extern long int pathconf ( const char * __path , int
    __name )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern long int fpathconf ( int __fd , int __name )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern long int sysconf ( int __name ) __attribute__ (
    ( __nothrow__ , __leaf__ ) ) ;
extern size_t confstr ( int __name , char * __buf ,
    size_t __len ) __attribute__ ( ( __nothrow__ ,
    __leaf__ ) ) ;
extern __pid_t getpid ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern __pid_t getppid ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern __pid_t getpgrp ( void ) __attribute__ ( (
```

Código con los Errores

```
extern int setpgid ( __pid_t __pid , __pid_t __pgid )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int setpgrp ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern __pid_t setsid ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern __pid_t getsid ( __pid_t __pid ) __attribute__ (
    ( __nothrow__ , __leaf__ ) ) ;
extern __uid_t getuid ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern __uid_t geteuid ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern __gid_t getgid ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern __gid_t getegid ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern int getgroups ( int __size , __gid_t __list [ ]
    ) __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int setuid ( __uid_t __uid ) __attribute__ ( (
```


Código con los Errores

```
extern int setregid ( __gid_t __rgid , __gid_t __egid )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int setegid ( __gid_t __gid ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern __pid_t fork ( void ) __attribute__ ( (
    __nothrow__ ) ) ;
extern __pid_t vfork ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern char * ttyname ( int __fd ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern int ttyname_r ( int __fd , char * __buf , size_t
    __buflen )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 2 ) ) ) ;
extern int isatty ( int __fd ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern int ttyslot ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern int link ( const char * __from , const char *
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 2 , 4 ) ) ) ;
extern int symlink ( const char * __from , const char *
    __to )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern ssize_t readlink ( const char * __restrict
    __path ,
char * __restrict __buf , size_t __len )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern int symlinkat ( const char * __from , int __tofd
    ,
const char * __to ) __attribute__ ( ( __nothrow__ ,
    __leaf__ ) ) __attribute__ ( ( __nonnull__ ( 1 , 3
    ) ) ) ;
extern ssize_t readlinkat ( int __fd , const char *
    __restrict __path ,
char * __restrict __buf , size_t __len )
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 2 ) ) ) ;
extern int rmdir ( const char * __path ) __attribute__ ( (
    ( __nothrow__ , __leaf__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ) ;
extern __pid_t tcgetpgrp ( int __fd ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern int tcsetpgrp ( int __fd , __pid_t __pgrp_id )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern char * getlogin ( void ) ;
extern int getlogin_r ( char * __name , size_t
    __name_len ) __attribute__ ( ( __nonnull__ ( 1 ) )
    ) ;
extern int setlogin ( const char * __name )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern char * optarg ;
extern int optind ;
extern int opterr ;
.
```

Código con los Errores

```
extern int gethostname ( char * __name , size_t __len )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int sethostname ( const char * __name , size_t
    __len )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int sethostid ( long int __id ) __attribute__ (
    ( __nothrow__ , __leaf__ ) ) ;
extern int getdomainname ( char * __name , size_t __len
    )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int setdomainname ( const char * __name , size_t
    __len )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int vhangup ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
```

Código con los Errores

```
extern int acct ( const char * __name ) __attribute__ (
    ( __nothrow__ , __leaf__ ) ) ;
extern char * getusershell ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern void endusershell ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern void setusershell ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern int daemon ( int __nochdir , int __noclose )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int chroot ( const char * __path ) __attribute__ (
    ( ( __nothrow__ , __leaf__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ) ;
extern char * getpass ( const char * __prompt )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int fsync ( int __fd ) ;
extern long int gethostid ( void ) ;
extern void sync ( void ) __attribute__ ( ( __nothrow__
    , __leaf__ ) ) ;
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int ftruncate ( int __fd , __off_t __length )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int brk ( void * __addr ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern void * sbrk ( intptr_t __delta ) __attribute__ (
    ( __nothrow__ , __leaf__ ) ) ;
extern long int syscall ( long int __sysno , ... )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int lockf ( int __fd , int __cmd , __off_t __len
    ) ;
extern int fdatasync ( int __fildes ) ;
typedef long unsigned int size_t ;
typedef int wchar_t ;
typedef enum
{
P_ALL ,
P_PID ,
```

Código con los Errores

```
P_PGID
} idtype_t ;
typedef unsigned char __u_char ;
typedef unsigned short int __u_short ;
typedef unsigned int __u_int ;
typedef unsigned long int __u_long ;
typedef signed char __int8_t ;
typedef unsigned char __uint8_t ;
typedef signed short int __int16_t ;
typedef unsigned short int __uint16_t ;
typedef signed int __int32_t ;
typedef unsigned int __uint32_t ;
typedef signed long int __int64_t ;
```

Código con los Errores

```
typedef unsigned long int __uint64_t ;  
typedef long int __quad_t ;  
typedef unsigned long int __u_quad_t ;  
typedef unsigned long int __dev_t ;  
typedef unsigned int __uid_t ;  
typedef unsigned int __gid_t ;  
typedef unsigned long int __ino_t ;  
typedef unsigned long int __ino64_t ;  
typedef unsigned int __mode_t ;  
typedef unsigned long int __nlink_t ;  
typedef long int __off_t ;  
typedef long int __off64_t ;  
typedef int __pid_t ;
```


Código con los Errores

```
typedef struct { int __val [ 2 ] ; } __fsid_t ;  
typedef long int __clock_t ;  
typedef unsigned long int __rlim_t ;  
typedef unsigned long int __rlim64_t ;  
typedef unsigned int __id_t ;  
typedef long int __time_t ;  
typedef unsigned int __useconds_t ;  
typedef long int __suseconds_t ;  
typedef int __daddr_t ;  
typedef int __key_t ;  
typedef int __clockid_t ;  
typedef void * __timer_t ;  
typedef long int __blksize_t ;
```

Código con los Errores

```
typedef long int __blkcnt_t ;  
typedef long int __blkcnt64_t ;  
typedef unsigned long int __fsblkcnt_t ;  
typedef unsigned long int __fsblkcnt64_t ;  
typedef unsigned long int __fsfilcnt_t ;  
typedef unsigned long int __fsfilcnt64_t ;  
typedef long int __fsword_t ;  
typedef long int __ssize_t ;  
typedef long int __syscall_slong_t ;  
typedef unsigned long int __syscall_ulong_t ;  
typedef __off64_t __loff_t ;  
typedef __quad_t * __qaddr_t ;  
typedef char * __caddr_t ;
```

Código con los Errores

```
typedef long int  __intptr_t ;
typedef unsigned int  __socklen_t ;
static __inline unsigned int
__bswap_32 ( unsigned int __bsx )
{
return __builtin_bswap32 ( __bsx ) ;
}
static __inline __uint64_t
__bswap_64 ( __uint64_t __bsx )
{
return __builtin_bswap64 ( __bsx ) ;
}
union wait
```

Código con los Errores

```
{  
int w_status ;  
struct  
{  
unsigned int __w_termsig : 7 ;  
unsigned int __w_coredump : 1 ;  
unsigned int __w_retcode : 8 ;  
unsigned int : 16 ;  
} __wait_terminated ;  
struct  
{  
unsigned int __w_stopval : 8 ;  
unsigned int __w_stopsig : 8 ;  
}
```

Código con los Errores

```
unsigned int : 16 ;  
} __wait_stopped ;  
} ;  
typedef union  
{  
union wait * __uptr ;  
int * __iptr ;  
} __WAIT_STATUS __attribute__ ( ( __transparent_union__  
    ) ) ;  
typedef struct  
{  
int quot ;  
int rem ;  
} div_t ;
```

Código con los Errores

```
typedef struct
{
long int quot ;
long int rem ;
} ldiv_t ;
__extension__ typedef struct
{
long long int quot ;
long long int rem ;
} lldiv_t ;
extern size_t __ctype_get_mb_cur_max ( void )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern double atof ( const char * __nptr )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ) ;
```

Código con los Errores

```
extern int atoi ( const char * __nptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ;
extern long int atol ( const char * __nptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ;
__extension__ extern long long int atoll ( const char *
    __nptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __pure__ ) ) __attribute__ ( (
        __nonnull__ ( 1 ) ) ) ) ;
extern double strtod ( const char * __restrict __nptr ,
char ** __restrict __endptr )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern float strttof ( const char * __restrict __nptr ,
char ** __restrict __endptr ) __attribute__ ( (
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) );
extern long int strtol ( const char * __restrict __nptr
    ,
    char * * __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) );
extern unsigned long int strtoul ( const char *
    __restrict __nptr ,
    char * * __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) );
__extension__
extern long long int strtoll ( const char * __restrict
    __nptr ,
    char * * __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) );
__extension__
```


Código con los Errores

```
char * * __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
__extension__
extern long long int strtoll ( const char * __restrict
__nptr ,
char * * __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
__extension__
extern unsigned long long int strtoull ( const char *
__restrict __nptr ,
char * * __restrict __endptr , int __base )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern char * l64a ( long int __n ) __attribute__ ( (
__nothrow__ , __leaf__ ) ) ;
extern long int a64l ( const char * __s )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
```

Código con los Errores

```
typedef __u_char u_char ;  
typedef __u_short u_short ;  
typedef __u_int u_int ;  
typedef __u_long u_long ;  
typedef __quad_t quad_t ;  
typedef __u_quad_t u_quad_t ;  
typedef __fsid_t fsid_t ;  
typedef __loff_t loff_t ;  
typedef __ino_t ino_t ;  
typedef __dev_t dev_t ;  
typedef __gid_t gid_t ;  
typedef __mode_t mode_t ;  
typedef __nlink_t nlink_t ;
```

Código con los Errores

```
typedef __uid_t uid_t ;  
typedef __off_t off_t ;  
typedef __pid_t pid_t ;  
typedef __id_t id_t ;  
typedef __ssize_t ssize_t ;  
typedef __daddr_t daddr_t ;  
typedef __caddr_t caddr_t ;  
typedef __key_t key_t ;  
typedef __clock_t clock_t ;  
typedef __time_t time_t ;  
typedef __clockid_t clockid_t ;  
typedef __timer_t timer_t ;  
typedef unsigned long int ulong ;
```

Código con los Errores

```
typedef unsigned short int ushort ;
typedef unsigned int uint ;
typedef int int8_t __attribute__ ( ( __mode__ ( __QI__
    ) ) ) ;
typedef int int16_t __attribute__ ( ( __mode__ ( __HI__
    ) ) ) ;
typedef int int32_t __attribute__ ( ( __mode__ ( __SI__
    ) ) ) ;
typedef int int64_t __attribute__ ( ( __mode__ ( __DI__
    ) ) ) ;
typedef unsigned int u_int8_t __attribute__ ( (
    __mode__ ( __QI__ ) ) ) ;
typedef unsigned int u_int16_t __attribute__ ( (
    __mode__ ( __HI__ ) ) ) ;
typedef unsigned int u_int32_t __attribute__ ( (
    __mode__ ( __SI__ ) ) ) ;
typedef unsigned int u_int64_t __attribute__ ( (
    __mode__ ( __DI__ ) ) ) ;
typedef int register_t __attribute__ ( ( __mode__ (
```

Código con los Errores

```
{
unsigned long int  __val [ ( 1024 / ( 8 * sizeof (
    unsigned long int ) ) ) ] ;
} __sigset_t ;
typedef __sigset_t sigset_t ;
struct timespec
{
    __time_t tv_sec ;
    __syscall_slong_t tv_nsec ;
} ;
struct timeval
{
    __time_t tv_sec ;
    __suseconds_t tv_usec ;
}
```

Código con los Errores

```
} ;  
typedef __suseconds_t suseconds_t ;  
typedef long int __fd_mask ;  
typedef struct  
{  
    __fd_mask __fds_bits [ 1024 / ( 8 * ( int ) sizeof (   
        __fd_mask ) ) ] ;  
} fd_set ;  
typedef __fd_mask fd_mask ;  
extern int select ( int __nfds , fd_set * __restrict  
    __readfds ,  
    fd_set * __restrict __writefds ,  
    fd_set * __restrict __exceptfds ,  
    struct timeval * __restrict __timeout ) ;  
extern int pselect ( int __nfds , fd_set * __restrict  
    __readfds ,
```

Código con los Errores

```
fd_set * __restrict __writefds ,
fd_set * __restrict __exceptfds ,
const struct timespec * __restrict __timeout ,
const __sigset_t * __restrict __sigmask ) ;
__extension__
extern unsigned int gnu_dev_major ( unsigned long long
    int __dev )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __const__ ) ) ;
__extension__
extern unsigned int gnu_dev_minor ( unsigned long long
    int __dev )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __const__ ) ) ;
__extension__
extern unsigned long long int gnu_dev_makedev (
    unsigned int __major ,
    unsigned int __minor )
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __const__ ) ) ;  
typedef __blksize_t blksize_t ;  
typedef __blkcnt_t blkcnt_t ;  
typedef __fsblkcnt_t fsblkcnt_t ;  
typedef __fsfilcnt_t fsfilcnt_t ;  
typedef unsigned long int pthread_t ;  
union pthread_attr_t  
{  
    char __size [ 56 ] ;  
    long int __align ;  
} ;  
typedef union pthread_attr_t pthread_attr_t ;  
typedef struct __pthread_internal_list
```


Código con los Errores

```
{  
struct __pthread_internal_list * __prev ;  
struct __pthread_internal_list * __next ;  
} __pthread_list_t ;  
typedef union  
{  
struct __pthread_mutex_s  
{  
int __lock ;  
unsigned int __count ;  
int __owner ;  
unsigned int __nusers ;  
int __kind ;
```

Código con los Errores

```
short __spins ;
short __elision ;
__pthread_list_t __list ;
} __data ;
char __size [ 40 ] ;
long int __align ;
} pthread_mutex_t ;
typedef union
{
char __size [ 4 ] ;
int __align ;
} pthread_mutexattr_t ;
typedef union
```

Código con los Errores

```
{
struct
{
int __lock ;
unsigned int __futex ;
__extension__ unsigned long long int __total_seq ;
__extension__ unsigned long long int __wakeup_seq ;
__extension__ unsigned long long int __woken_seq ;
void * __mutex ;
unsigned int __nwaiters ;
unsigned int __broadcast_seq ;
} __data ;
char __size [ 48 ] ;
```

Código con los Errores

```
--extension-- long long int __align ;  
} pthread_cond_t ;  
typedef union  
{  
char __size [ 4 ] ;  
int __align ;  
} pthread_condattr_t ;  
typedef unsigned int pthread_key_t ;  
typedef int pthread_once_t ;  
typedef union  
{  
struct  
{
```

Código con los Errores

```
int __lock ;  
unsigned int __nr_readers ;  
unsigned int __readers_wakeup ;  
unsigned int __writer_wakeup ;  
unsigned int __nr_readers_queued ;  
unsigned int __nr_writers_queued ;  
int __writer ;  
int __shared ;  
signed char __rwelision ;  
unsigned char __pad1 [ 7 ] ;  
unsigned long int __pad2 ;  
unsigned int __flags ;  
} __data ;
```

Código con los Errores

```
char __size [ 56 ] ;  
long int __align ;  
} pthread_rwlock_t ;  
typedef union  
{  
char __size [ 8 ] ;  
long int __align ;  
} pthread_rwlockattr_t ;  
typedef volatile int pthread_spinlock_t ;  
typedef union  
{  
char __size [ 32 ] ;  
long int __align ;
```

Código con los Errores

```
} pthread_barrier_t ;
typedef union
{
char __size [ 4 ] ;
int __align ;
} pthread_barrierattr_t ;
extern long int random ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern void srandom ( unsigned int __seed )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern char * initstate ( unsigned int __seed , char *
    __statebuf ,
size_t __statelen ) __attribute__ ( ( __nothrow__ ,
    __leaf__ ) ) __attribute__ ( ( __nonnull__ ( 2 ) )
    ) ;
extern char * setstate ( char * __statebuf )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
struct random_data
```

Código con los Errores

```
int32_t * fptr ;
int32_t * rptr ;
int32_t * state ;
int rand_type ;
int rand_deg ;
int rand_sep ;
int32_t * end_ptr ;
} ;
extern int random_r ( struct random_data * __restrict
    __buf ,
int32_t * __restrict __result ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) __attribute__ ( (
    __nonnull__ ( 1 , 2 ) ) ) ;
extern int srandom_r ( unsigned int __seed , struct
    random_data * __buf )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 2 ) ) ) ;
extern int initstate_r ( unsigned int __seed , char *
    __restrict __statebuf ,
```


Código con los Errores

```
size_t __statelen ,
struct random_data * __restrict __buf )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 2 , 4 ) ) ) ;
extern int setstate_r ( char * __restrict __statebuf ,
struct random_data * __restrict __buf )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern int rand ( void ) __attribute__ ( ( __nothrow__
    , __leaf__ ) ) ;
extern void srand ( unsigned int __seed ) __attribute__
    ( ( __nothrow__ , __leaf__ ) ) ;
extern int rand_r ( unsigned int * __seed )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern double drand48 ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern double erand48 ( unsigned short int __xsubi [ 3
    ] ) __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;  
extern long int mrand48 ( void ) __attribute__ ( (  
    __nothrow__ , __leaf__ ) ) ;  
extern long int jrand48 ( unsigned short int __xsubi [  
    3 ] )  
__attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;  
extern void srand48 ( long int __seedval )  
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;  
extern unsigned short int * seed48 ( unsigned short int  
    __seed16v [ 3 ] )  
__attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;  
extern void lcong48 ( unsigned short int __param [ 7 ]  
    ) __attribute__ ( ( __nothrow__ , __leaf__ ) )  
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;  
struct drand48_data  
{
```

Código con los Errores

```
unsigned short int __init ;
__extension__ unsigned long long int __a ;
} ;
extern int drand48_r ( struct drand48_data * __restrict
    __buffer ,
double * __restrict __result ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) __attribute__ ( (
    __nonnull__ ( 1 , 2 ) ) ) ;
extern int erand48_r ( unsigned short int __xsubi [ 3 ]
    ,
struct drand48_data * __restrict __buffer ,
double * __restrict __result ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) __attribute__ ( (
    __nonnull__ ( 1 , 2 ) ) ) ;
extern int lrand48_r ( struct drand48_data * __restrict
    __buffer ,
long int * __restrict __result )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
```

Código con los Errores

```
long int * __restrict __result )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern int mrand48_r ( struct drand48_data * __restrict
    __buffer ,
long int * __restrict __result )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern int jrand48_r ( unsigned short int __xsubi [ 3 ]
    ,
struct drand48_data * __restrict __buffer ,
long int * __restrict __result )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern int srand48_r ( long int __seedval , struct
    drand48_data * __buffer )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 2 ) ) ) ;
extern int seed48_r ( unsigned short int __seed16v [ 3
    ,
```

Código con los Errores

```
extern int lcong48_r ( unsigned short int __param [ 7 ]
,
struct drand48_data * __buffer )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 1 , 2 ) ) ) ;
extern void * malloc ( size_t __size ) __attribute__ ( (
__nothrow__ , __leaf__ ) ) __attribute__ ( (
__malloc__ ) ) ;
extern void * calloc ( size_t __nmemb , size_t __size )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __malloc__ ) ) ;
extern void * realloc ( void * __ptr , size_t __size )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __warn_unused_result__ ) ) ;
extern void free ( void * __ptr ) __attribute__ ( (
__nothrow__ , __leaf__ ) ) ;
extern void cfree ( void * __ptr ) __attribute__ ( (
__nothrow__ , __leaf__ ) ) ;
extern void * alloca ( size_t __size ) __attribute__ ( (
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern void * aligned_alloc ( size_t __alignment ,
    size_t __size )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __malloc__ ) ) __attribute__ ( (
    __alloc_size__ ( 2 ) ) ) ;
extern void abort ( void ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) __attribute__ ( (
    __noreturn__ ) ) ;
extern int atexit ( void ( * __func ) ( void ) )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int at_quick_exit ( void ( * __func ) ( void ) )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int on_exit ( void ( * __func ) ( int __status ,
    void * __arg ) , void * __arg )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
```

Código con los Errores

```
extern int setenv ( const char * __name , const char *  
    __value , int __replace )  
__attribute__ ( ( __nothrow__ , __leaf__ ) )  
__attribute__ ( ( __nonnull__ ( 2 ) ) ) ;  
extern int unsetenv ( const char * __name )  
__attribute__ ( ( __nothrow__ , __leaf__ ) )  
__attribute__ ( ( __nonnull__ ( 1 ) ) ) ;  
extern int clearenv ( void ) __attribute__ ( (  
    __nothrow__ , __leaf__ ) ) ;  
extern char * mktemp ( char * __template )  
__attribute__ ( ( __nothrow__ , __leaf__ ) )  
__attribute__ ( ( __nonnull__ ( 1 ) ) ) ;  
extern int mkstemp ( char * __template ) __attribute__  
    ( ( __nonnull__ ( 1 ) ) ) ;  
extern int mkstemps ( char * __template , int  
    __suffixlen ) __attribute__ ( ( __nonnull__ ( 1 ) ) )  
    ;  
extern char * mkdtemp ( char * __template )  
__attribute__ ( ( __nothrow__ , __leaf__ ) )  
    ;
```

Código con los Errores

```
size_t __memb , size_t __size , __compar_fn_t __compar
)
__attribute__ ( ( __nonnull__ ( 1 , 2 , 5 ) ) ) ;
extern void qsort ( void * __base , size_t __memb ,
size_t __size ,
__compar_fn_t __compar ) __attribute__ ( ( __nonnull__
( 1 , 4 ) ) ) ;
extern int abs ( int __x ) __attribute__ ( (
__nothrow__ , __leaf__ ) ) __attribute__ ( (
__const__ ) ) ;
extern long int labs ( long int __x ) __attribute__ ( (
__nothrow__ , __leaf__ ) ) __attribute__ ( (
__const__ ) ) ;
__extension__ extern long long int llabs ( long long
int __x )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __const__ ) ) ;
extern div_t div ( int __numer , int __denom )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
..
```


Código con los Errores

```
long long int __denom )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __const__ ) ) ;
extern char * ecvt ( double __value , int __ndigit ,
    int * __restrict __decpt ,
int * __restrict __sign ) __attribute__ ( ( __nothrow__
    , __leaf__ ) ) __attribute__ ( ( __nonnull__ ( 3 ,
    4 ) ) ) ;
extern char * fcvt ( double __value , int __ndigit ,
    int * __restrict __decpt ,
int * __restrict __sign ) __attribute__ ( ( __nothrow__
    , __leaf__ ) ) __attribute__ ( ( __nonnull__ ( 3 ,
    4 ) ) ) ;
extern char * gcvt ( double __value , int __ndigit ,
    char * __buf )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 3 ) ) ) ;
extern char * qecvt ( long double __value , int
    __ndigit ,
```

Código con los Errores

```
--attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 3 , 4 ) ) ) ;
extern char * qgcvt ( long double __value , int
    __ndigit , char * __buf )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 3 ) ) ) ;
extern int ecvt_r ( double __value , int __ndigit , int
    * __restrict __decpt ,
int * __restrict __sign , char * __restrict __buf ,
size_t __len ) __attribute__ ( ( __nothrow__ , __leaf__
    ) ) __attribute__ ( ( __nonnull__ ( 3 , 4 , 5 ) )
    ) ;
extern int fcvt_r ( double __value , int __ndigit , int
    * __restrict __decpt ,
int * __restrict __sign , char * __restrict __buf ,
size_t __len ) __attribute__ ( ( __nothrow__ , __leaf__
    ) ) __attribute__ ( ( __nonnull__ ( 3 , 4 , 5 ) )
    ) ;
extern int qecvt_r ( long double __value , int __ndigit
```

Código con los Errores

```
extern int qfcvt_r ( long double __value , int __ndigit
,
int * __restrict __decpt , int * __restrict __sign ,
char * __restrict __buf , size_t __len )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __nonnull__ ( 3 , 4 , 5 ) ) ) ;
extern int mblen ( const char * __s , size_t __n )
__attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int mbtowc ( wchar_t * __restrict __pwc ,
const char * __restrict __s , size_t __n )
__attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int wctomb ( char * __s , wchar_t __wchar )
__attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern size_t mbstowcs ( wchar_t * __restrict __pwcs ,
const char * __restrict __s , size_t __n )
__attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern size_t wcstombs ( char * __restrict __s ,
const wchar_t * __restrict __pwcs , size_t __n )
__attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
```

Código con los Errores

```
extern int rpmatch ( const char * __response )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
extern int getsubopt ( char * * __restrict __optionp ,
char * const * __restrict __tokens ,
char * * __restrict __valuep )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 , 2 , 3 ) ) ) ;
extern int getloadavg ( double __loadavg [ ] , int
    __nelem )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
    __attribute__ ( ( __nonnull__ ( 1 ) ) ) ;
typedef long unsigned int size_t ;
typedef unsigned char __u_char ;
typedef unsigned short int __u_short ;
typedef unsigned int __u_int ;
typedef unsigned long int __u_long ;
typedef signed char __int8_t ;
```

Código con los Errores

```
typedef unsigned char __uint8_t ;  
typedef signed short int __int16_t ;  
typedef unsigned short int __uint16_t ;  
typedef signed int __int32_t ;  
typedef unsigned int __uint32_t ;  
typedef signed long int __int64_t ;  
typedef unsigned long int __uint64_t ;  
typedef long int __quad_t ;  
typedef unsigned long int __u_quad_t ;  
typedef unsigned long int __dev_t ;  
typedef unsigned int __uid_t ;  
typedef unsigned int __gid_t ;  
typedef unsigned long int __ino_t ;
```

Código con los Errores

```
typedef unsigned long int __ino64_t ;  
typedef unsigned int __mode_t ;  
typedef unsigned long int __nlink_t ;  
typedef long int __off_t ;  
typedef long int __off64_t ;  
typedef int __pid_t ;  
typedef struct { int __val [ 2 ] ; } __fsid_t ;  
typedef long int __clock_t ;  
typedef unsigned long int __rlim_t ;  
typedef unsigned long int __rlim64_t ;  
typedef unsigned int __id_t ;  
typedef long int __time_t ;  
typedef unsigned int __useconds_t ;
```

Código con los Errores

```
typedef long int __suseconds_t ;  
typedef int __daddr_t ;  
typedef int __key_t ;  
typedef int __clockid_t ;  
typedef void * __timer_t ;  
typedef long int __blksize_t ;  
typedef long int __blkcnt_t ;  
typedef long int __blkcnt64_t ;  
typedef unsigned long int __fsblkcnt_t ;  
typedef unsigned long int __fsblkcnt64_t ;  
typedef unsigned long int __fsfilcnt_t ;  
typedef unsigned long int __fsfilcnt64_t ;  
typedef long int __fsword_t ;
```

Código con los Errores

```
typedef long int __ssize_t ;
typedef long int __syscall_slong_t ;
typedef unsigned long int __syscall_ulong_t ;
typedef __off64_t __loff_t ;
typedef __quad_t * __qaddr_t ;
typedef char * __caddr_t ;
typedef long int __intptr_t ;
typedef unsigned int __socklen_t ;
struct _IO_FILE ;
typedef struct _IO_FILE FILE ;
typedef struct _IO_FILE __FILE ;
typedef struct
{
```


Código con los Errores

```
int __count ;
union
{
    unsigned int __wch ;
    char __wchb [ 4 ] ;
} __value ;
} __mbstate_t ;
typedef struct
{
    __off_t __pos ;
    __mbstate_t __state ;
} _G_fpos_t ;
typedef struct
```

Código con los Errores

```
{
__off64_t __pos ;
__mbstate_t __state ;
} _G_fpos64_t ;
typedef __builtin_va_list __gnuc_va_list ;
struct _IO_jump_t ; struct _IO_FILE ;
typedef void _IO_lock_t ;
struct _IO_marker {
struct _IO_marker * _next ;
struct _IO_FILE * _sbuf ;
int _pos ;
} ;
enum __codecvt_result
```

Código con los Errores

```
{
__codecvt_ok ,
__codecvt_partial ,
__codecvt_error ,
__codecvt_noconv
} ;
struct _IO_FILE {
int _flags ;
char * _IO_read_ptr ;
char * _IO_read_end ;
char * _IO_read_base ;
char * _IO_write_base ;
char * _IO_write_ptr ;
```

Código con los Errores

```
char * _IO_write_end ;
char * _IO_buf_base ;
char * _IO_buf_end ;
char * _IO_save_base ;
char * _IO_backup_base ;
char * _IO_save_end ;
struct _IO_marker * _markers ;
struct _IO_FILE * _chain ;
int _fileno ;
int _flags2 ;
__off_t _old_offset ;
unsigned short _cur_column ;
signed char _vtable_offset ;
```

Código con los Errores

```
char _shortbuf [ 1 ] ;
_IO_lock_t * _lock ;
__off64_t _offset ;
void * __pad1 ;
void * __pad2 ;
void * __pad3 ;
void * __pad4 ;
size_t __pad5 ;
int _mode ;
char _unused2 [ 15 * sizeof ( int ) - 4 * sizeof ( void
    * ) - sizeof ( size_t ) ] ;
} ;
typedef struct _IO_FILE _IO_FILE ;
struct _IO_FILE_plus ;
```

Código con los Errores

```
extern struct _IO_FILE_plus _IO_2_1_stdin_ ;
extern struct _IO_FILE_plus _IO_2_1_stdout_ ;
extern struct _IO_FILE_plus _IO_2_1_stderr_ ;
typedef __ssize_t __io_read_fn ( void * __cookie , char
    * __buf , size_t __nbytes ) ;
typedef __ssize_t __io_write_fn ( void * __cookie ,
    const char * __buf ,
    size_t __n ) ;
typedef int __io_seek_fn ( void * __cookie , __off64_t
    * __pos , int __w ) ;
typedef int __io_close_fn ( void * __cookie ) ;
extern int __underflow ( _IO_FILE * ) ;
extern int __uflow ( _IO_FILE * ) ;
extern int __overflow ( _IO_FILE * , int ) ;
extern int _IO_getc ( _IO_FILE * __fp ) ;
extern int _IO_putc ( int __c , _IO_FILE * __fp ) ;
```

Código con los Errores

```
extern int _IO_feof ( _IO_FILE * __fp ) __attribute__ (
    ( __nothrow__ , __leaf__ ) ) ;
extern int _IO_ferror ( _IO_FILE * __fp ) __attribute__ (
    ( ( __nothrow__ , __leaf__ ) ) ) ;
extern int _IO_peekc_locked ( _IO_FILE * __fp ) ;
extern void _IO_flockfile ( _IO_FILE * ) __attribute__ (
    ( ( __nothrow__ , __leaf__ ) ) ) ;
extern void _IO_funlockfile ( _IO_FILE * )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int _IO_ftrylockfile ( _IO_FILE * )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int _IO_vfscanf ( _IO_FILE * __restrict , const
    char * __restrict ,
    __gnuc_va_list , int * __restrict ) ;
extern int _IO_vfprintf ( _IO_FILE * __restrict , const
    char * __restrict ,
    __gnuc_va_list ) ;
extern __ssize_t _IO_padn ( _IO_FILE * , int ,
    __ssize_t ) ;
```

Código con los Errores

```
extern __off64_t _IO_seekpos ( _IO_FILE * , __off64_t ,
    int ) ;
extern void _IO_free_backup_area ( _IO_FILE * )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
typedef __gnuc_va_list va_list ;
typedef __off_t off_t ;
typedef __ssize_t ssize_t ;
typedef _G_fpos_t fpos_t ;
extern struct _IO_FILE * stdin ;
extern struct _IO_FILE * stdout ;
extern struct _IO_FILE * stderr ;
extern int remove ( const char * __filename )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern int rename ( const char * __old , const char *
    __new ) __attribute__ ( ( __nothrow__ , __leaf__ )
    ) ;
extern int renameat ( int __oldfd , const char * __old
    , int __newfd ,
    const char * __new ) __attribute__ ( ( __nothrow__ ,
```


Código con los Errores

```
extern FILE * tmpfile ( void ) ;
extern char * tmpnam ( char * __s ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern char * tmpnam_r ( char * __s ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern char * tmpnam ( const char * __dir , const char
    * __pfx )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __malloc__ ) ) ;
extern int fclose ( FILE * __stream ) ;
extern int fflush ( FILE * __stream ) ;
extern int fflush_unlocked ( FILE * __stream ) ;
extern FILE * fopen ( const char * __restrict
    __filename ,
    const char * __restrict __modes ) ;
extern FILE * freopen ( const char * __restrict
    __filename ,
    const char * __restrict __modes ,
    FILE * __restrict __stream ) ;
```

Código con los Errores

```
extern FILE * fdopen ( int __fd , const char * __modes
    ) __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern FILE * fmemopen ( void * __s , size_t __len ,
    const char * __modes )
__attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern FILE * open_memstream ( char * * __bufloc ,
    size_t * __sizeloc ) __attribute__ ( ( __nothrow__
    , __leaf__ ) ) ;
extern void setbuf ( FILE * __restrict __stream , char
    * __restrict __buf ) __attribute__ ( ( __nothrow__
    , __leaf__ ) ) ;
extern int setvbuf ( FILE * __restrict __stream , char
    * __restrict __buf ,
int __modes , size_t __n ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern void setbuffer ( FILE * __restrict __stream ,
    char * __restrict __buf ,
size_t __size ) __attribute__ ( ( __nothrow__ ,
    __leaf__ ) ) ;
```

Código con los Errores

```
extern int sprintf ( char * __restrict __s ,
const char * __restrict __format , ... ) __attribute__
    ( ( __nothrow__ ) ) ;
extern int vfprintf ( FILE * __restrict __s , const
    char * __restrict __format ,
    __gnuc_va_list __arg ) ;
extern int vprintf ( const char * __restrict __format ,
    __gnuc_va_list __arg ) ;
extern int vsprintf ( char * __restrict __s , const
    char * __restrict __format ,
    __gnuc_va_list __arg ) __attribute__ ( ( __nothrow__ )
    ) ;
extern int snprintf ( char * __restrict __s , size_t
    __maxlen ,
const char * __restrict __format , ... )
__attribute__ ( ( __nothrow__ ) ) __attribute__ ( (
    __format__ ( __printf__ , 3 , 4 ) ) ) ;
extern int vsnprintf ( char * __restrict __s , size_t
    __maxlen ,
```

Código con los Errores

```
extern int vdprintf ( int __fd , const char *  
    __restrict __fmt ,  
    __gnuc_va_list __arg )  
__attribute__ ( ( __format__ ( __printf__ , 2 , 0 ) ) )  
;  
extern int dprintf ( int __fd , const char * __restrict  
    __fmt , ... )  
__attribute__ ( ( __format__ ( __printf__ , 2 , 3 ) ) )  
;  
extern int fscanf ( FILE * __restrict __stream ,  
const char * __restrict __format , ... ) ;  
extern int scanf ( const char * __restrict __format ,  
    ... ) ;  
extern int sscanf ( const char * __restrict __s ,  
const char * __restrict __format , ... ) __attribute__  
    ( ( __nothrow__ , __leaf__ ) ) ;  
extern int fscanf ( FILE * __restrict __stream , const  
    char * __restrict __format , ... ) __asm__ ( " " "  
    __isoc99_fscanf" )
```

Código con los Errores

```
;
extern int sscanf ( const char * __restrict __s , const
    char * __restrict __format , ... ) __asm__ ( "" "
    __isoc99_sscanf" ) __attribute__ ( ( __nothrow__ ,
    __leaf__ ) )
;
extern int vfscanf ( FILE * __restrict __s , const char
    * __restrict __format ,
    __gnuc_va_list __arg )
__attribute__ ( ( __format__ ( __scanf__ , 2 , 0 ) ) )
;
extern int vscanf ( const char * __restrict __format ,
    __gnuc_va_list __arg )
__attribute__ ( ( __format__ ( __scanf__ , 1 , 0 ) ) )
;
extern int vsscanf ( const char * __restrict __s ,
    const char * __restrict __format , __gnuc_va_list __arg
    )
__attribute__ ( ( __nothrow__ , __leaf__ ) )
```

Código con los Errores

```
extern int vscanf ( const char * __restrict __format ,
    __gnuc_va_list __arg ) __asm__ ( "" "
    __isoc99_vscanf" )
__attribute__ ( ( __format__ ( __scanf__ , 1 , 0 ) ) )
;
extern int vsscanf ( const char * __restrict __s ,
    const char * __restrict __format , __gnuc_va_list
    __arg ) __asm__ ( "" " __isoc99_vsscanf" )
    __attribute__ ( ( __nothrow__ , __leaf__ ) )
__attribute__ ( ( __format__ ( __scanf__ , 2 , 0 ) ) )
;
extern int fgetc ( FILE * __stream ) ;
extern int getc ( FILE * __stream ) ;
extern int getchar ( void ) ;
extern int getc_unlocked ( FILE * __stream ) ;
extern int getchar_unlocked ( void ) ;
extern int fgetc_unlocked ( FILE * __stream ) ;
extern int fputc ( int __c , FILE * __stream ) ;
extern int putc ( int __c , FILE * __stream ) ;
```

Código con los Errores

```
extern int fputc_unlocked ( int __c , FILE * __stream )  
    ;  
extern int putc_unlocked ( int __c , FILE * __stream )  
    ;  
extern int putchar_unlocked ( int __c ) ;  
extern int getw ( FILE * __stream ) ;  
extern int putw ( int __w , FILE * __stream ) ;  
extern char * fgets ( char * __restrict __s , int __n ,  
    FILE * __restrict __stream )  
    ;  
extern __ssize_t __getdelim ( char * * __restrict  
    __lineptr ,  
    size_t * __restrict __n , int __delimiter ,  
    FILE * __restrict __stream ) ;  
extern __ssize_t getdelim ( char * * __restrict  
    __lineptr ,  
    size_t * __restrict __n , int __delimiter ,  
    FILE * __restrict __stream ) ;
```

Código con los Errores

```
extern __ssize_t getline ( char * * __restrict
    __lineptr ,
    size_t * __restrict __n ,
    FILE * __restrict __stream ) ;
extern int fputs ( const char * __restrict __s , FILE *
    __restrict __stream ) ;
extern int puts ( const char * __s ) ;
extern int ungetc ( int __c , FILE * __stream ) ;
extern size_t fread ( void * __restrict __ptr , size_t
    __size ,
    size_t __n , FILE * __restrict __stream ) ;
extern size_t fwrite ( const void * __restrict __ptr ,
    size_t __size ,
    size_t __n , FILE * __restrict __s ) ;
extern size_t fread_unlocked ( void * __restrict __ptr
    , size_t __size ,
    size_t __n , FILE * __restrict __stream ) ;
extern size_t fwrite_unlocked ( const void * __restrict
    __ptr , size_t __size ,
```


Código con los Errores

```
size_t __n , FILE * __restrict __stream ) ;  
extern int fseek ( FILE * __stream , long int __off ,  
    int __whence ) ;  
extern long int ftell ( FILE * __stream ) ;  
extern void rewind ( FILE * __stream ) ;  
extern int fseeko ( FILE * __stream , __off_t __off ,  
    int __whence ) ;  
extern __off_t ftello ( FILE * __stream ) ;  
extern int fgetpos ( FILE * __restrict __stream ,  
    fpos_t * __restrict __pos ) ;  
extern int fsetpos ( FILE * __stream , const fpos_t *  
    __pos ) ;  
extern void clearerr ( FILE * __stream ) __attribute__  
    ( ( __nothrow__ , __leaf__ ) ) ;  
extern int feof ( FILE * __stream ) __attribute__ ( (  
    __nothrow__ , __leaf__ ) ) ;  
extern int ferror ( FILE * __stream ) __attribute__ ( (  
    __nothrow__ , __leaf__ ) ) ;  
extern void clearerr_unlocked ( FILE * __stream )
```

Código con los Errores

```
extern int ferror_unlocked ( FILE * __stream )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern void perror ( const char * __s ) ;
extern int sys_nerr ;
extern const char * const sys_errlist [ ] ;
extern int fileno ( FILE * __stream ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern int fileno_unlocked ( FILE * __stream )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern FILE * popen ( const char * __command , const
    char * __modes ) ;
extern int pclose ( FILE * __stream ) ;
extern char * ctermid ( char * __s ) __attribute__ ( (
    __nothrow__ , __leaf__ ) ) ;
extern void flockfile ( FILE * __stream ) __attribute__
    ( ( __nothrow__ , __leaf__ ) ) ;
extern int ftrylockfile ( FILE * __stream )
    __attribute__ ( ( __nothrow__ , __leaf__ ) ) ;
extern void funlockfile ( FILE * __stream )
```