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// ***
// *** You MUST modify this file.
// ***

#include <stdio.h>
#include <stdbool.h>
#include <string.h>

#ifdef TEST_COUNTINT
int countInt(char * filename)
{
    FILE *fptr;
    int count = 0; //count for the number of integers in the file
    int val; //placeholder for fscanf

    fptr = fopen(filename, "r");
    if (fptr == NULL)
    {
        return -1;
    }

    while (fscanf(fptr, "%d", &val) == 1)
    {
        count++;
    }

    fclose(fptr);

    return count; //returns number of ints to main

    // count the number of integers in the file
    // Please notice that if a file contains
    // 124 378 -56
    // There are three integers: 124, 378, -56
    // DO NOT count individual character '1', '2', '4' ...
    //
    // If fopen fails, return -1

    // remember to fclose if fopen succeeds
}
#endif

#ifdef TEST_READINT
bool readInt(char* filename, int * intArr, int size)
{
    FILE *fptr;
    int val; //placeholder for fscanf
    int count = 0; //count for number of ints
    fptr = fopen(filename, "r");
    if (fptr == NULL)

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{
    return false;
}

while(fscanf(fp, "%d", &val) == 1)
{
    if (count < size)
    {
        intArr[count] = val; //writes val to array
    }
    count++;
}
fclose(fp);
if (count == size)
{
    return true;
}
else
{
    return false;
}
// if fopen fails, return false
// read integers from the file.
//
//
// if the number of integers is different from size (too
// few or too many) return false
//
// if everything is fine, fclose and return true
return true;
}
#endif

#ifdef TEST_COMPAREINT
int compareInt(const void *p1, const void *p2)
{
    const int *ptr1 = (const int *) p1;
    const int *ptr2 = (const int *) p2;

    if (*ptr1 < *ptr2)
    {
        return -1;
    }
    if (*ptr1 == *ptr2)
    {
        return 0;
    }
    return 1;
}
// needed by qsort
//

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    // return an integer less than, equal to, or greater than zero if
    // the first argument is considered to be respectively less than,
    // equal to, or greater than the second.
}
#endif

#ifdef TEST_WRITEINT
bool writeInt(char* filename, int * intArr, int size)
{
    FILE *fptr;
    int i; //loop variable

    fptr = fopen(filename, "w");
    if (fptr == NULL)
    {
        return false;
    }

    for(i = 0; i < size; i++)
    {
        fprintf(fptr, "%d\n", intArr[i]);
    }

    fclose(fptr);

    return true;

    // if fopen fails, return false
    // write integers to the file.
    // one integer per line
    //
    // fclose and return true
}
#endif

```