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// ***
// *** You must modify this file
// ***
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <stdbool.h>
#include "hw07.h"
#ifdef TEST MAIN
int main(int argc, char * * argv)
  // argv[1]: name of input file
  // argv[2]: name of output file
  if (argc != 3)
   return EXIT_FAILURE;
  // if argc is not 3, return EXIT_FAILURE
  // count the number of integers in the file
  int numElem = 0;
  numElem = countInt(argv[1]);
  if (numElem == -1) // fopen fails
      return EXIT_FAILURE;
    }
  // allocate memory for the integers in the file
  // 1. create a pointer variable
  // 2. allocate memory
  // 3. check whether allocation succeed
        if allocation fails, return EXIT_FAILURE
  int * intArr = malloc(sizeof(* intArr) * numElem); //allocates
memory for array
  if (intArr == NULL)
   free(intArr);
   return EXIT_FAILURE;
  bool rtv = readInt(argv[1], intArr, numElem);
  if (rtv == false) // read fail
```

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free(intArr);
     return EXIT_FAILURE;
    //will probably want a free if I have a return
  // call gsort using the comparison function you write
  qsort(intArr, numElem, sizeof(* intArr), &compareInt);
  // write the sorted array to a file whose name is argv[2]
  //
  rtv = writeInt(argv[2], intArr, numElem);
  if (rtv == false) // read fail
    {
      // release memory
      free(intArr);
      return EXIT_FAILURE;
  // everything is ok, release memory, return EXIT_SUCCESS
  free(intArr);
  return EXIT_SUCCESS;
#endif
```