

Faysal Khatri
CSC220 -- Activity 6
2017-06-20

Part 1

1. First create object file of project.c, then use gcc to link with other object files.

```
gcc -c project.c
```

```
gcc project.o mymath.o linkedlist.o -llibhelp
```

2. `gcc badvirus.c -o coolgame.exe`

Part 2

Sample Output

```
faysal@DESKTOP-A0GE5FF:/mnt/c/Users/faysa/Dropbox/School/CSC220/Activity6$ gcc act6.c -Wall -pedantic -ansi
faysal@DESKTOP-A0GE5FF:/mnt/c/Users/faysa/Dropbox/School/CSC220/Activity6$ ./a.out
Enter a string:
test
Enter an int:
34
Structure int value: 34
Structure string value: test

faysal@DESKTOP-A0GE5FF:/mnt/c/Users/faysa/Dropbox/School/CSC220/Activity6$
```

act6.c

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>

#define SIZE 10

int main() {
    typedef struct act6_t {
        int myInt;
        char myString[SIZE];
    } act6_t;

    act6_t *sPtr = malloc(sizeof(act6_t));

    printf("Enter a string: \n");
    fgets(sPtr->myString, SIZE, stdin);
    printf("Enter an int: \n");
    scanf("%d", &sPtr->myInt);

    printf("Structure int value: %d\n", sPtr->myInt);
    printf("Structure string value: %s\n", sPtr->myString);

    return 0;
}
```