

```

#define NULL (void *)0

int from_ascii(int c, int b)
{
    int i;

    if(c >= '0' && c <= '9')
        i = c - '0';
    else if(c >= 'A' && c <= 'Z')
        i = c - 'A' + 10;
    else if(c >= 'a' && c <= 'z')
        i = c - 'a' + 10;
    else
        i = -1;
    if(i >= b)
        i = -1;
    return i;
}

int strtoi(char *s, int b, char **e)
{
    int sign, c, n = 0;

    // get sign
    sign = 1;
    if(*s == '+')
        s++;
    if(*s == '-')
    {
        s++;
        sign = -1;
    }
    // get base
    if(b == 0 && s[0] == '0')
    {
        c = (int)s[1]; // convert char to int (MIPS "LB" does this)
        if(c >= 'A' && c <= 'Z')
            c += 'a' - 'A';
        if(c == 'b') b = 2; // 0b means base 2 (binary)
        if(c == 'o') b = 8; // 0o means base 8 (octal)
        if(c == 'd') b = 10; // 0d means base 2 (decimal)
        if(c == 'h') b = 16; // 0h means base 16 (hexadecimal)
        if(b != 0)
            s += 2;
    }
    if(b < 2 || b > 36)
        b = 2;

    while ((c = from_ascii((int)(*s++), b)) >= 0)
        n = b * n + c;

    // finish
    if(sign < 0)
        n = -n;
    if(e != NULL)
        *e = s;
    return n;
}

/* main() in the next page */

```

```

/*****
main() to test the strttoi() function
*****/
int main(void)
{
    char s[]="0b111010";

    print_string(s);
    print_string(" -> ");
    print_int10(strttoi(s, 0, NULL)); // should print 58
    print_string("\n");
    return 0;
}

/*****
Alternative main() to test the strttoi() function
*****/
int main(int argc, char *argv[])
{
    int val;

    if(argc == 2)
        val = strttoi(argv[0], strttoi(argv[1], 10, NULL), NULL);
    else if(argc == 1)
        val = strttoi(argv[0], 0, NULL);
    else
    {
        print_string("Invalid input. Should be: <string> [base]\n");
        return -1;
    }
    print_string(argv[0]);
    print_string(" -> ");
    print_int10(val);
    print_string("\n");
    return 0;
}

```