

## CE103 Algorithms and Programming I HW4

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<b>1 Namespace Index</b>	<b>1</b>
1.1 Namespace List	1
<b>2 Data Structure Index</b>	<b>3</b>
2.1 Data Structures	3
<b>3 File Index</b>	<b>5</b>
3.1 File List	5
<b>4 Namespace Documentation</b>	<b>7</b>
4.1 ce103_hw4_cs_dll Namespace Reference	7
4.2 ce103_hw4_test Namespace Reference	7
<b>5 Data Structure Documentation</b>	<b>9</b>
5.1 ce103_hw4_cs_dll.Class1 Class Reference	9
5.1.1 Member Function Documentation	12
5.1.1.1 ce103_bin2hex_cs()	12
5.1.1.2 ce103_fibonacciNumber_cs()	12
5.1.1.3 ce103_hex2bin_cs()	13
5.1.1.4 ce103_strcat_cs()	14
5.1.1.5 ce103_strcmp_cs()	15
5.1.1.6 ce103_strcpy_cs()	16
5.1.1.7 ce103_strlen_cs()	17
5.1.1.8 ce103_strrev_cs()	18
5.2 ce103_hw4_cs_dll.Class2 Class Reference	19
5.2.1 Member Function Documentation	22
5.2.1.1 ce103_bin2hex_cpp()	22
5.2.1.2 ce103_bin2hex_cs_imported()	23
5.2.1.3 ce103_fibonacciNumber_cpp()	24
5.2.1.4 ce103_fibonacciNumber_cs_imported()	24
5.2.1.5 ce103_hex2bin_cpp()	25
5.2.1.6 ce103_hex2bin_cs_imported()	26
5.2.1.7 ce103_strcat_cpp()	27
5.2.1.8 ce103_strcat_cs_imported()	27
5.2.1.9 ce103_strcmp_cpp()	28
5.2.1.10 ce103_strcmp_cs_imported()	29
5.2.1.11 ce103_strcpy_cpp()	30
5.2.1.12 ce103_strcpy_cs_imported()	30
5.2.1.13 ce103_strlen_cpp()	31
5.2.1.14 ce103_strlen_cs_imported()	32
5.2.1.15 ce103_strrev_cpp()	33
5.2.1.16 ce103_strrev_cs_imported()	33
5.2.1.17 PtrToStringUtf8()	34
5.3 ce103_hw4_test.UnitTest1 Class Reference	36

5.3.1 Member Function Documentation	37
5.3.1.1 ce103_bin2hex_cs_test1()	37
5.3.1.2 ce103_bin2hex_cs_test2()	38
5.3.1.3 ce103_bin2hex_cs_test3()	38
5.3.1.4 ce103_bin2hex_imported_test1()	38
5.3.1.5 ce103_bin2hex_imported_test2()	39
5.3.1.6 ce103_bin2hex_imported_test3()	39
5.3.1.7 ce103_bin2hex_importedcppcs_test1()	39
5.3.1.8 ce103_bin2hex_importedcppcs_test2()	40
5.3.1.9 ce103_bin2hex_importedcppcs_test3()	40
5.3.1.10 ce103_fibonacciNumber_cs_imported_test_1()	40
5.3.1.11 ce103_fibonacciNumber_cs_imported_test_2()	41
5.3.1.12 ce103_fibonacciNumber_cs_imported_test_3()	41
5.3.1.13 ce103_fibonacciNumber_cs_test_1()	41
5.3.1.14 ce103_fibonacciNumber_cs_test_2()	42
5.3.1.15 ce103_fibonacciNumber_cs_test_3()	42
5.3.1.16 ce103_fibonacciNumber_importedcppcs_test_1()	42
5.3.1.17 ce103_fibonacciNumber_importedcppcs_test_2()	43
5.3.1.18 ce103_fibonacciNumber_importedcppcs_test_3()	43
5.3.1.19 ce103_hex2bin_cs_test1()	43
5.3.1.20 ce103_hex2bin_cs_test2()	44
5.3.1.21 ce103_hex2bin_cs_test3()	44
5.3.1.22 ce103_hex2bin_imported_test1()	44
5.3.1.23 ce103_hex2bin_imported_test2()	45
5.3.1.24 ce103_hex2bin_imported_test3()	45
5.3.1.25 ce103_hex2bin_importedcppcs_test1()	45
5.3.1.26 ce103_hex2bin_importedcppcs_test2()	46
5.3.1.27 ce103_hex2bin_importedcppcs_test3()	46
5.3.1.28 ce103_strcat_cs_imported_test_1()	46
5.3.1.29 ce103_strcat_cs_imported_test_2()	47
5.3.1.30 ce103_strcat_cs_imported_test_3()	47
5.3.1.31 ce103_strcat_cs_test_1()	47
5.3.1.32 ce103_strcat_cs_test_2()	48
5.3.1.33 ce103_strcat_cs_test_3()	48
5.3.1.34 ce103_strcat_importedcppcs_test_1()	48
5.3.1.35 ce103_strcat_importedcppcs_test_2()	49
5.3.1.36 ce103_strcat_importedcppcs_test_3()	49
5.3.1.37 ce103_strcmp_cs_imported_test_1()	49
5.3.1.38 ce103_strcmp_cs_imported_test_2()	50
5.3.1.39 ce103_strcmp_cs_imported_test_3()	50
5.3.1.40 ce103_strcmp_cs_test_1()	50
5.3.1.41 ce103_strcmp_cs_test_2()	51

5.3.1.42	<a href="#">ce103_strcmp_cs_test_3()</a>	51
5.3.1.43	<a href="#">ce103_strcmp_importedcppcs_test_1()</a>	51
5.3.1.44	<a href="#">ce103_strcmp_importedcppcs_test_2()</a>	52
5.3.1.45	<a href="#">ce103_strcmp_importedcppcs_test_3()</a>	52
5.3.1.46	<a href="#">ce103_strcpy_cs_imported_test_1()</a>	52
5.3.1.47	<a href="#">ce103_strcpy_cs_imported_test_2()</a>	53
5.3.1.48	<a href="#">ce103_strcpy_cs_imported_test_3()</a>	53
5.3.1.49	<a href="#">ce103_strcpy_cs_test_1()</a>	53
5.3.1.50	<a href="#">ce103_strcpy_cs_test_2()</a>	54
5.3.1.51	<a href="#">ce103_strcpy_cs_test_3()</a>	54
5.3.1.52	<a href="#">ce103_strcpy_importedcppcs_test_1()</a>	54
5.3.1.53	<a href="#">ce103_strcpy_importedcppcs_test_2()</a>	55
5.3.1.54	<a href="#">ce103_strcpy_importedcppcs_test_3()</a>	55
5.3.1.55	<a href="#">ce103_strlen_cs_imported_test_1()</a>	55
5.3.1.56	<a href="#">ce103_strlen_cs_imported_test_2()</a>	56
5.3.1.57	<a href="#">ce103_strlen_cs_imported_test_3()</a>	56
5.3.1.58	<a href="#">ce103_strlen_cs_test_1()</a>	56
5.3.1.59	<a href="#">ce103_strlen_cs_test_2()</a>	57
5.3.1.60	<a href="#">ce103_strlen_cs_test_3()</a>	57
5.3.1.61	<a href="#">ce103_strlen_importedcppcs_test_1()</a>	57
5.3.1.62	<a href="#">ce103_strlen_importedcppcs_test_2()</a>	58
5.3.1.63	<a href="#">ce103_strlen_importedcppcs_test_3()</a>	58
5.3.1.64	<a href="#">ce103_strrev_cs_imported_test_1()</a>	58
5.3.1.65	<a href="#">ce103_strrev_cs_imported_test_2()</a>	59
5.3.1.66	<a href="#">ce103_strrev_cs_imported_test_3()</a>	59
5.3.1.67	<a href="#">ce103_strrev_cs_test_1()</a>	59
5.3.1.68	<a href="#">ce103_strrev_cs_test_2()</a>	60
5.3.1.69	<a href="#">ce103_strrev_cs_test_3()</a>	60
5.3.1.70	<a href="#">ce103_strrev_importedcppcs_test_1()</a>	60
5.3.1.71	<a href="#">ce103_strrev_importedcppcs_test_2()</a>	61
5.3.1.72	<a href="#">ce103_strrev_importedcppcs_test_3()</a>	61
<b>6</b>	<b>File Documentation</b>	<b>63</b>
6.1	<a href="#">C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-c-dll/ce103-hw4-c-dll.c File Reference</a>	63
6.1.1	Function Documentation	64
6.1.1.1	<a href="#">__declspec()</a>	64
6.2	<a href="#">C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-c-dll/ce103-hw4-c-dll.h File Reference</a>	64
6.2.1	Detailed Description	67
6.2.2	Macro Definition Documentation	67
6.2.2.1	<a href="#">WIN32_LEAN_AND_MEAN</a>	67
6.2.3	Function Documentation	67

6.2.3.1 <code>__declspec()</code>	68
6.2.4 Variable Documentation	68
6.2.4.1 <code>fiBinLen</code>	68
6.2.4.2 <code>fiHexLen</code>	68
6.2.4.3 <code>fiRhs</code>	68
6.2.4.4 <code>fiSource</code>	68
6.2.4.5 <code>fiSrc</code>	68
6.2.4.6 <code>foBin</code>	69
6.2.4.7 <code>foHex</code>	69
6.3 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cpp-dll/ce103-hw4-cpp-dll.cpp File Reference	69
6.3.1 Function Documentation	70
6.3.1.1 <code>ce103_bin2hex_cpp()</code>	70
6.3.1.2 <code>ce103_fibonacciNumber_cpp()</code>	70
6.3.1.3 <code>ce103_hex2bin_cpp()</code>	70
6.3.1.4 <code>ce103_strcat_cpp()</code>	70
6.3.1.5 <code>ce103_strcmp_cpp()</code>	70
6.3.1.6 <code>ce103_strcpy_cpp()</code>	71
6.3.1.7 <code>ce103_strlen_cpp()</code>	71
6.3.1.8 <code>ce103_strrev_cpp()</code>	71
6.4 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cpp-dll/ce103-hw4-cpp-dll.h File Reference	71
6.4.1 Function Documentation	72
6.4.1.1 <code>__declspec()</code> [1/2]	72
6.4.1.2 <code>__declspec()</code> [2/2]	73
6.4.2 Variable Documentation	73
6.4.2.1 <code>fiBinLen</code>	73
6.4.2.2 <code>fiHexLen</code>	73
6.4.2.3 <code>fiRhs</code>	73
6.4.2.4 <code>fiSource</code>	73
6.4.2.5 <code>fiSrc</code>	73
6.4.2.6 <code>foBin</code>	73
6.4.2.7 <code>foHex</code>	74
6.5 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Class1.cs File Reference	74
6.6 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Class2.cs File Reference	74
6.7 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference	75
6.8 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference	75
6.9 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Properties/AssemblyInfo.cs File Reference	75

---

6.10	C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/↔ Properties/AssemblyInfo.cs File Reference . . . . .	75
6.11	C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/Unit↔ Test1.cs File Reference . . . . .	75
<b>Index</b>		<b>77</b>





# Chapter 1

## Namespace Index

### 1.1 Namespace List

Here is a list of all namespaces with brief descriptions:

<a href="#">ce103_hw4_cs_dll</a>	.....	<a href="#">7</a>
<a href="#">ce103_hw4_test</a>	.....	<a href="#">7</a>



## Chapter 2

# Data Structure Index

### 2.1 Data Structures

Here are the data structures with brief descriptions:

<a href="#">ce103_hw4_cs_dll.Class1</a>	.....	9
<a href="#">ce103_hw4_cs_dll.Class2</a>	.....	19
<a href="#">ce103_hw4_test.UnitTest1</a>	.....	36



## Chapter 3

# File Index

### 3.1 File List

Here is a list of all files with brief descriptions:

C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-c-dll/ce103-hw4-c-dll.c	63
C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-c-dll/ce103-hw4-c-dll.h	
<b>HW-4 Functions</b>	64
C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cpp-dll/ce103-hw4-cpp-dll.cpp	69
C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cpp-dll/ce103-hw4-cpp-dll.h	71
C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Class1.cs	74
C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Class2.cs	74
C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	75
C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Properties/AssemblyInfo.cs	75
C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/UnitTest1.cs	75
C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs	75
C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/Properties/AssemblyInfo.cs	75



## Chapter 4

# Namespace Documentation

### 4.1 ce103\_hw4\_cs\_dll Namespace Reference

#### Data Structures

- class [Class1](#)
- class [Class2](#)

### 4.2 ce103\_hw4\_test Namespace Reference

#### Data Structures

- class [UnitTest1](#)





## Chapter 5

# Data Structure Documentation

### 5.1 ce103\_hw4\_cs\_dll.Class1 Class Reference

#### Public Member Functions

**fibonacciNumber** (ce103\_fibonacciNumber\_cs)

*Fibonacci Number Calculator*

*Calculates the fibonacci number in the given index and return as output*

##### Parameters

<i>in</i>	filIndex	<i>[int]</i> index of fibonacci number in the serie
-----------	----------	---

##### Return values

[	
---	--

*b int]* calculated fibonacci number

- int [ce103\\_fibonacciNumber\\_cs](#) (int filIndex)

**strrev** (ce103\_strrev\_cs)

**Reverse** String

*Reverse given string*

##### Parameters

<i>in</i>	fiStr	<i>[string]</i> The given string which is needed to be reversed.
-----------	-------	--

##### Return values

[	
---	--

*b string]* This function returns the string after reversing the given string

- string [ce103\\_strrev\\_cs](#) (string fiStr)

### strlen (ce103\_strlen\_cs)

**Get** string length

Returns the length of the C# string str.

#### Parameters

<i>in</i>	fiStr	<b>[string]</b> the null-terminated byte string to be examined
-----------	-------	--

#### Return values

[	
---	--

*b int[]* The length of the null-terminated byte string str.

- int [ce103\\_strlen\\_cs](#) (string fiStr)

### strcat (ce103\_strcat\_cs)

**Concatenate** strings

In this function, we combine 2 randomly entered strings. We give one of our strings "fiDest" and the other "fiSrc", that is, a random string. The sum of these strings gives us the combined return value of the strings.

#### Parameters

<i>in</i>	fiDest	<b>[string]</b> the null-terminated byte string to append to
<i>in</i>	fiSrc	<b>[string]</b> the null-terminated byte string to copy from

#### Return values

[	
---	--

*b string[]* returns a copy of dest

- string [ce103\\_strcat\\_cs](#) (string fiDest, string fiSrc)

### strcmp (ce103\_strcmp\_cs)

**Compare** two strings

Compares two null-terminated byte strings lexicographically.

#### Parameters

<i>in</i>	fiLhs	<b>[string]</b> the null-terminated byte strings to compare
<i>in</i>	fiRhs	<b>[string]</b> the null-terminated byte strings to compare

#### Return values

[	
---	--

*b int*] Negative value if lhs appears before rhs in lexicographical order. Zero if lhs and rhs compare equal. Positive value if lhs appears after rhs in lexicographical order.

- int [ce103\\_strcmp\\_cs](#) (string fiLhs, string fiRhs)

### strcpy (ce103\_strcpy\_cs)

**Copy** string

Copies the C# string pointed by source into the array pointed by destination, including the terminating null character (and stopping at that point).

#### Parameters

<i>out</i>	foDestination	<b>[string]</b> the destination array where the content is to be copied.
<i>in</i>	fiSource	<b>[string]</b> C string to be copied.

#### Return values

[	
---	--

*b string*] returns a copy of dest

- string [ce103\\_strcpy\\_cs](#) (string foDestination, string fiSource)

### bin2hex (ce103\_bin2hex\_cs)

**Binary** to Hexadecimal Conversion

Unpacks alpha numeric value, Example: 0x12 0x34 = "1234".

#### Parameters

<i>in</i>	fiBin	<b>[byte[]]</b> Binary data to be converted.
<i>in</i>	fiBinLen	<b>[int]</b> Binary data length.
<i>out</i>	foHex	<b>[char[]]</b> Conversion result as ascii. Doubles the binary length.

- void [ce103\\_bin2hex\\_cs](#) (byte[] fiBin, int fiBinlen, char[] foHex)

### hex2bin (ce103\_hex2bin\_cs)

**Hexadecimal** string to byte array Conversion

Convert hex string to byte array

#### Parameters

<i>in</i>	fiHex	<b>[string]</b> Ascii hex string.
<i>in</i>	fiHexLen	<b>[int]</b> Ascii data length.
<i>out</i>	foBin	<b>[byte[]]</b> Conversion result as binary.

- void [ce103\\_hex2bin\\_cs](#) (string fiHex, int fiHexLen, byte[] foBin)

## 5.1.1 Member Function Documentation

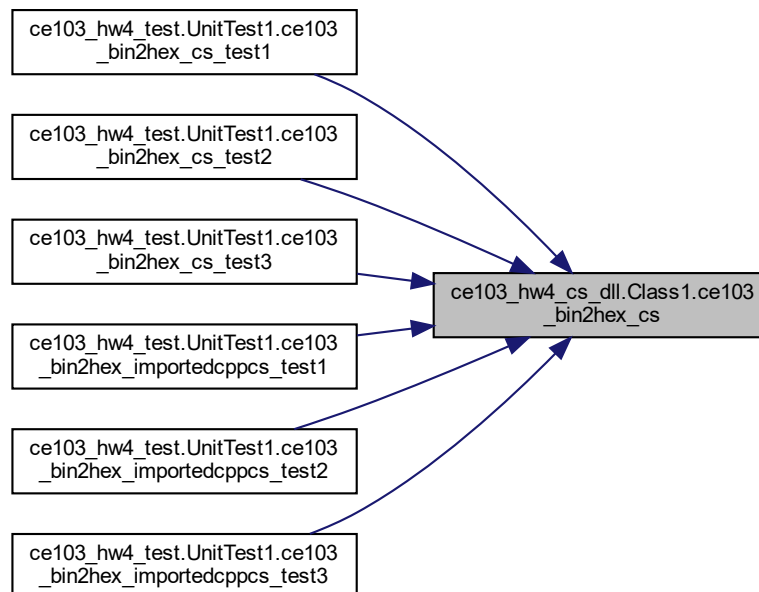
### 5.1.1.1 `ce103_bin2hex_cs()`

```
void ce103_hw4_cs_dll.Class1.ce103_bin2hex_cs (
    byte[] fiBin,
    int fiBinlen,
    char[] foHex ) [inline]
```

References [foHex](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_cs\\_test1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_cs\\_test2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_cs\\_test3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_importedcppcs\\_test1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_importedcppcs\\_test2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_importedcppcs\\_test3\(\)](#).

Here is the caller graph for this function:

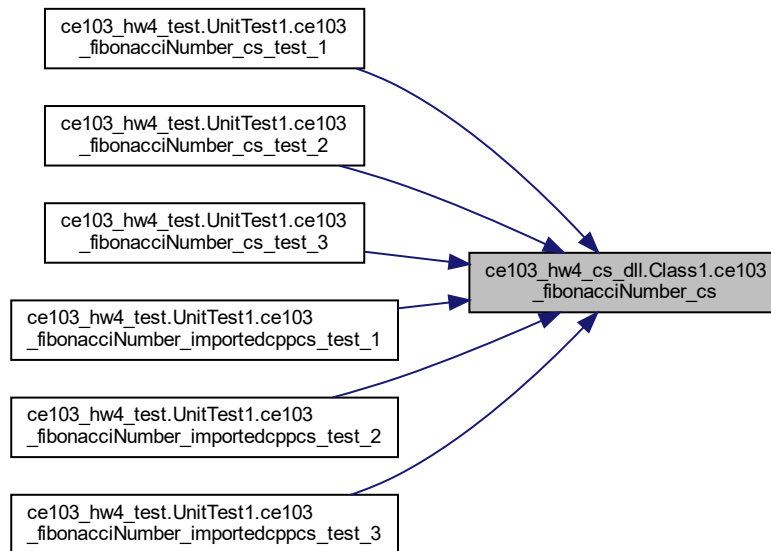


### 5.1.1.2 `ce103_fibonacciNumber_cs()`

```
int ce103_hw4_cs_dll.Class1.ce103_fibonacciNumber_cs (
    int fiIndex ) [inline]
```

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_cs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_cs\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_cs\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_importedcppcs\\_test\\_3\(\)](#).

Here is the caller graph for this function:



### 5.1.1.3 ce103\_hex2bin\_cs()

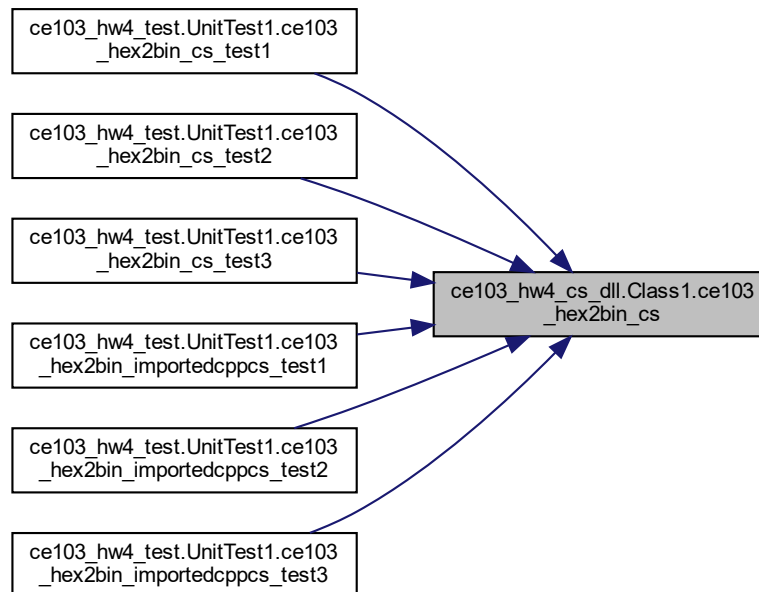
```

void ce103_hw4_cs_dll.Class1.ce103_hex2bin_cs (
    string fiHex,
    int fiHexLen,
    byte[] foBin ) [inline]
  
```

References [fiHexLen](#), and [foBin](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_cs\\_test1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_cs\\_test2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_cs\\_test3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_importedcppcs\\_test1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_importedcppcs\\_test2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_importedcppcs\\_test3\(\)](#).

Here is the caller graph for this function:



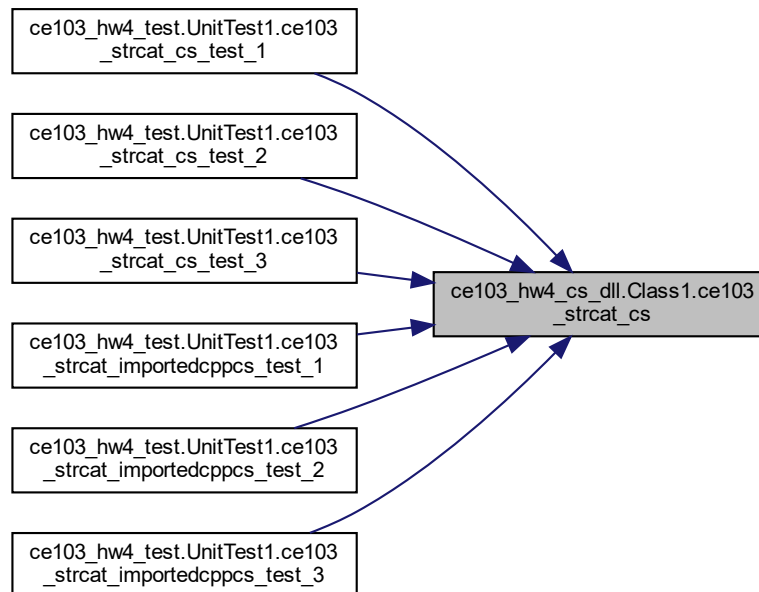
#### 5.1.1.4 ce103\_strcat\_cs()

```
string ce103_hw4_cs_dll.Class1.ce103_strcat_cs (
    string fiDest,
    string fiSrc ) [inline]
```

References [fiSrc](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_cs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_cs\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_cs\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_importedcppcs\\_test\\_3\(\)](#).

Here is the caller graph for this function:



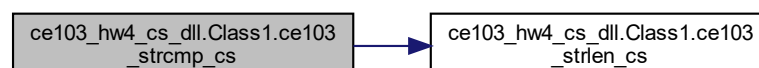
#### 5.1.1.5 ce103\_strcmp\_cs()

```
int ce103_hw4_cs_dll.Class1.ce103_strcmp_cs (
    string fiLhs,
    string fiRhs ) [inline]
```

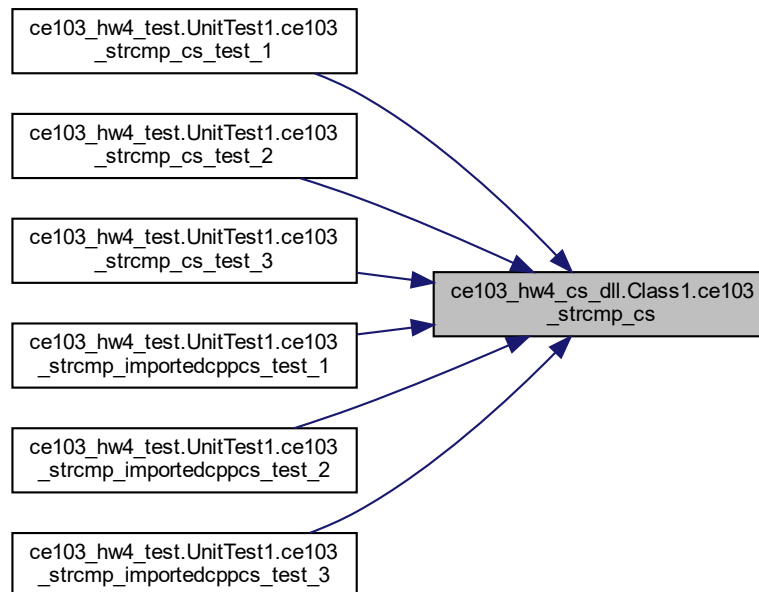
References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strlen\\_cs\(\)](#), and `fiRhs`.

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_cs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_cs\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_cs\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_importedcppcs\\_test\\_3\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



#### 5.1.1.6 ce103\_strcpy\_cs()

```

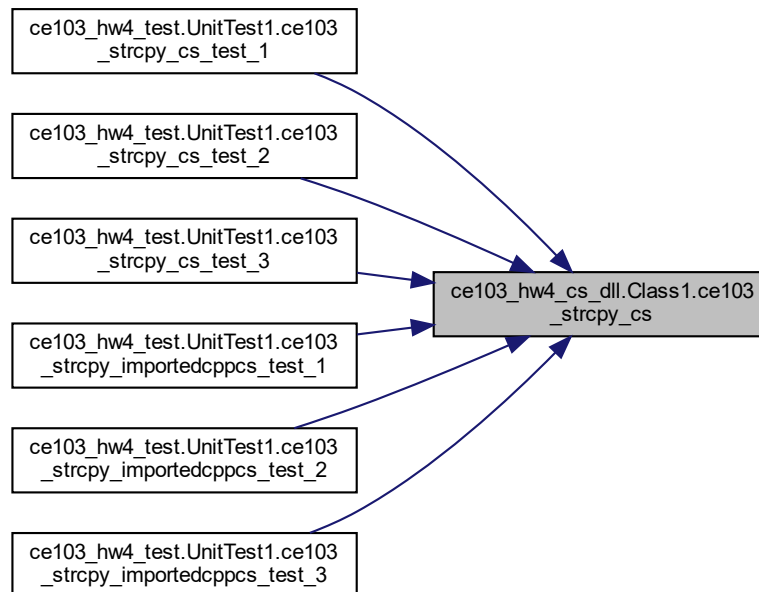
string ce103_hw4_cs_dll.Class1.ce103_strcpy_cs (
    string foDestination,
    string fiSource ) [inline]
  
```

References [fiSource](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_cs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_cs\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_cs\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_importedcppcs\\_test\\_3\(\)](#).



Here is the caller graph for this function:

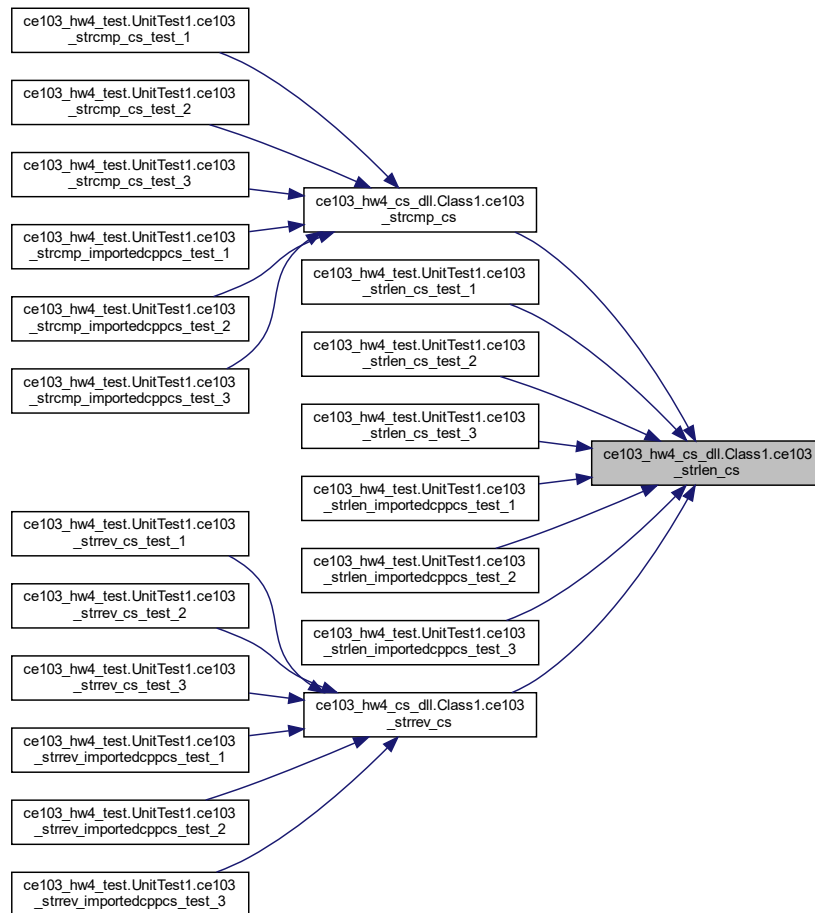


#### 5.1.1.7 ce103\_strlen\_cs()

```
int ce103_hw4_cs_dll.Class1.ce103_strlen_cs (
    string fiStr ) [inline]
```

Referenced by [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcmp\\_cs\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_cs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_cs\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_cs\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_importedcppcs\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_importedcppcs\\_test\\_3\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strev\\_cs\(\)](#).

Here is the caller graph for this function:



#### 5.1.1.8 ce103\_strrev\_cs()

```
string ce103_hw4_cs_dll.Class1.ce103_strrev_cs (
    string fiStr ) [inline]
```

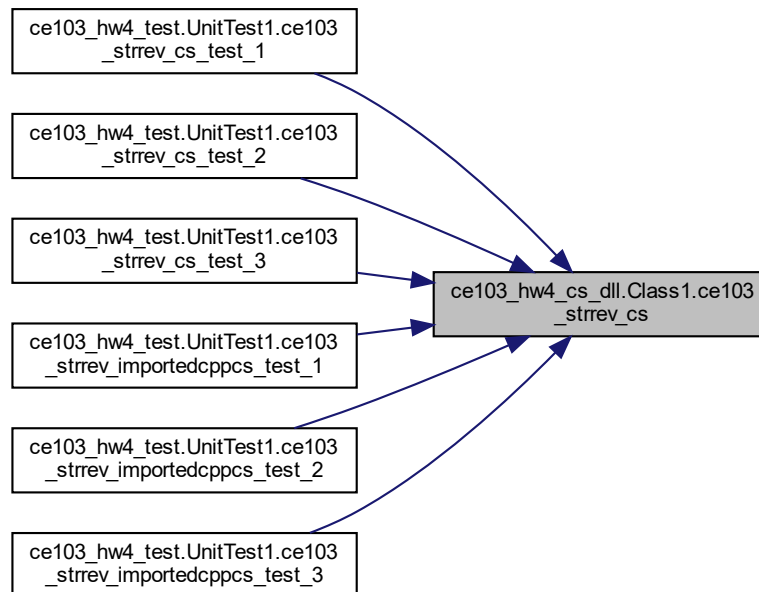
References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strlen\\_cs\(\)](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_cs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_cs\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_cs\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_importedcppcs\\_test\\_3\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



The documentation for this class was generated from the following file:

- C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/[Class1.cs](#)

## 5.2 ce103\_hw4\_cs\_dll.Class2 Class Reference

### Public Member Functions

- static int [ce103\\_fibonacciNumber\\_cpp](#) (int fiIndex)
- static IntPtr [ce103\\_strrev\\_cpp](#) (char[] fiStr)
- static int [ce103\\_strlen\\_cpp](#) (string fiStr)
- static IntPtr [ce103\\_strcat\\_cpp](#) (char[] fiDest, char[] fiSrc)
- static int [ce103\\_strcmp\\_cpp](#) (string fiLhs, string fiRhs)
- static IntPtr [ce103\\_strcpy\\_cpp](#) (char[] foDestination, char[] fiSource)
- static void [ce103\\_hex2bin\\_cpp](#) (string fiHex, int fiHexLen, byte[] foBin)
- static void [ce103\\_bin2hex\\_cpp](#) ([In] byte[] fiBin, int fiBinLen, [Out] char[] foHex)

**strrev (ce103\_strrev\_cs\_imported)**

*Reverse string*

*Reverse given string*

#### Parameters

<i>in</i>	fiStr	<b>[string]</b> The given string which is needed to be reversed.
-----------	-------	--

*Return values*

[	
---	--

*b string] ce103\_strrev\_cpp*

- string [ce103\\_strrev\\_cs\\_imported](#) (string fiStr)

**strlen (ce103\_strlen\_cs\_imported)**

**Get** *string length*

*Get length of a string*

*Returns the length of the C sharp string str.*

*Parameters*

<i>in</i>	fiStr	<b>[string]</b> <i>given string</i>
-----------	-------	-------------------------------------

*Return values*

[	
---	--

*b int] ce103\_strlen\_cpp*

- int [ce103\\_strlen\\_cs\\_imported](#) (string fiStr)

**strcat (ce103\_strcat\_cs\_imported)**

**Concatenate** *strings*

*Concatenate two strings*

*Parameters*

<i>in</i>	fiDest	<b>[string]</b> <i>will be appended string</i>
<i>in</i>	fiSrc	<b>[string]</b> <i>will be copy from this</i>

*Return values*

[	
---	--

*b string] ce103\_strcat\_cpp*

- string [ce103\\_strcat\\_cs\\_imported](#) (string fiDest, string fiSrc)

**strcmp (ce103\_strcmp\_cs\_imported)**

**Compare** *two strings*

*Compare two strings*

*Parameters*

<i>in</i>	fiLhs	<b>[string]</b> <i>string to compare</i>
<i>in</i>	fiRhs	<b>[string]</b> <i>string to compare</i>

*Return values*

[	
---	--

*b int*] *ce103\_strcmp\_cpp*

- int [ce103\\_strcmp\\_cs\\_imported](#) (string *fiLhs*, string *fiRhs*)

**strcpy (ce103\_strcpy\_cs\_imported)**

**Copy string**

*Copy string to another*

*Parameters*

<i>out</i>	<i>foDestination</i>	<b>[string]</b> <i>destination string to copy</i>
<i>in</i>	<i>fiSource</i>	<b>[string]</b> <i>C sharp string to be copied.</i>

*Return values*

[	
---	--

*b string*] *ce103\_strcpy\_cpp*

- string [ce103\\_strcpy\\_cs\\_imported](#) (string *foDestination*, string *fiSource*)

**hex2bin (ce103\_hex2bin\_cs\_imported)**

**Hexadecimal string to byte array Conversion**

*Convert hex string to byte array*

*Parameters*

<i>in</i>	<i>fiHex</i>	<b>[string]</b> <i>Ascii hex string.</i>
<i>in</i>	<i>fiHexLen</i>	<b>[int]</b> <i>Ascii data length.</i>
<i>out</i>	<i>foBin</i>	<b>[byte[]]</b> <i>Conversion result as binary.</i>

- void [ce103\\_hex2bin\\_cs\\_imported](#) (string *fiHex*, int *fiHexLen*, byte[] *foBin*)

**bin2hex (ce103\_bin2hex\_cs\_imported)**

**Binary to Hexadecimal Conversion**

*Unpacks alpha numeric value, Example: 0x12 0x34 = "1234".*

*Parameters*

<i>in</i>	<i>fiBin</i>	<b>[byte[]]</b> <i>Binary data to be converted.</i>
<i>in</i>	<i>fiBinLen</i>	<b>[int]</b> <i>Binary data length.</i>
<i>out</i>	<i>foHex</i>	<b>[char[]]</b> <i>Conversion result as ascii. Doubles the binary length.</i>

- void [ce103\\_bin2hex\\_cs\\_imported](#) ([In] byte[] *fiBin*, int *fiBinLen*, [Out] char[] *foHex*)

## fibonacciNumber (ce103\_fibonacciNumber\_cs\_imported)

Fibonacci Number Calculator

Calculates the fibonacci number in the given index and return as output

### Parameters

<i>in</i>	<i>filIndex</i>	[int] index of fibonacci number in the serie
-----------	-----------------	--

### Return values

<i>I</i>	
----------	--

b int] ce103\_fibonacciNumber\_cpp

- int [ce103\\_fibonacciNumber\\_cs\\_imported](#) (int filIndex)
- static string [PtrToStringUtf8](#) (IntPtr tr)

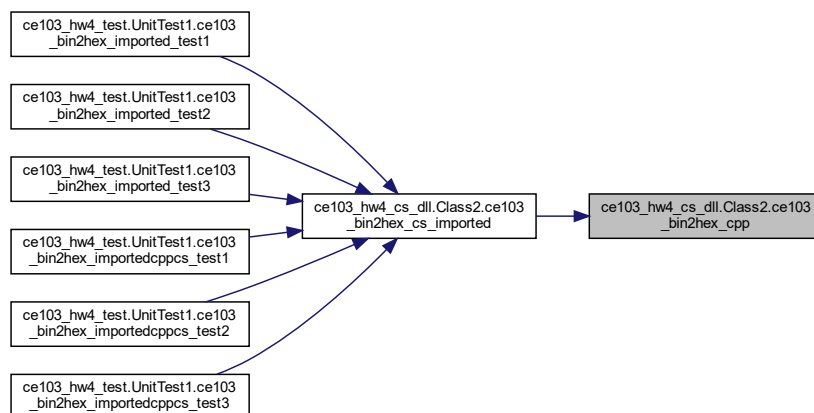
## 5.2.1 Member Function Documentation

### 5.2.1.1 ce103\_bin2hex\_cpp()

```
static void ce103_hw4_cs_dll.Class2.ce103_bin2hex_cpp (
    [In] byte[] fiBin,
    int fiBinLen,
    [Out] char[] foHex )
```

Referenced by [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_bin2hex\\_cs\\_imported\(\)](#).

Here is the caller graph for this function:



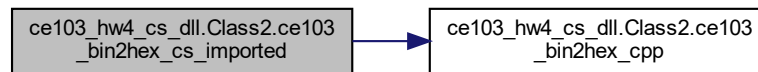
### 5.2.1.2 ce103\_bin2hex\_cs\_imported()

```
void ce103_hw4_cs_dll.Class2.ce103_bin2hex_cs_imported (
    [In] byte[] fiBin,
    int fiBinLen,
    [Out] char[] foHex ) [inline]
```

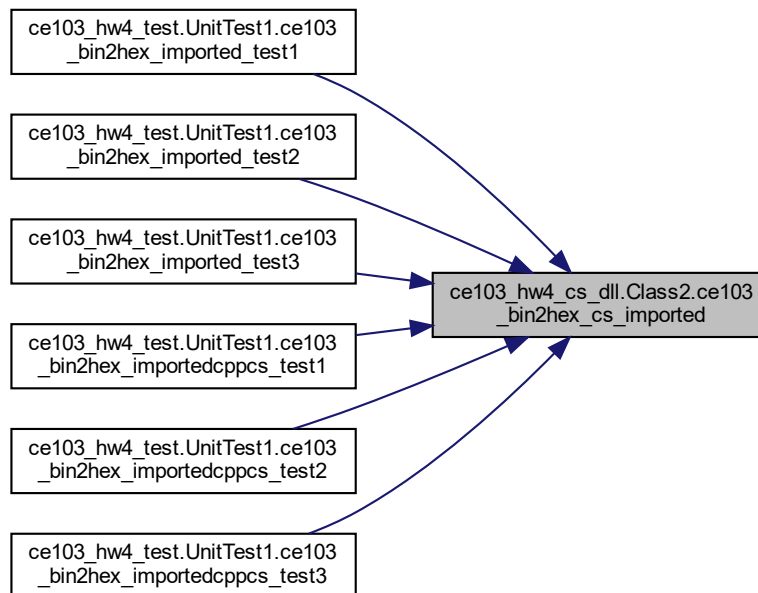
References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_bin2hex\\_cpp\(\)](#), [fiBinLen](#), and [foHex](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_imported\\_test1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_imported\\_test2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_imported\\_test3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_importedcppcs\\_test1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_importedcppcs\\_test2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_bin2hex\\_importedcppcs\\_test3\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:

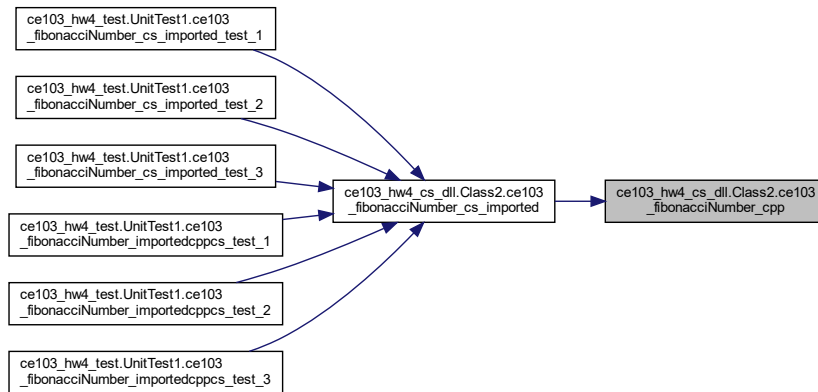


### 5.2.1.3 ce103\_fibonacciNumber\_cpp()

```
static int ce103_hw4_cs_dll.Class2.ce103_fibonacciNumber_cpp (
    int fiIndex )
```

Referenced by [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_fibonacciNumber\\_cs\\_imported\(\)](#).

Here is the caller graph for this function:



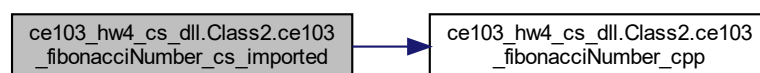
### 5.2.1.4 ce103\_fibonacciNumber\_cs\_imported()

```
int ce103_hw4_cs_dll.Class2.ce103_fibonacciNumber_cs_imported (
    int fiIndex ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_fibonacciNumber\\_cpp\(\)](#).

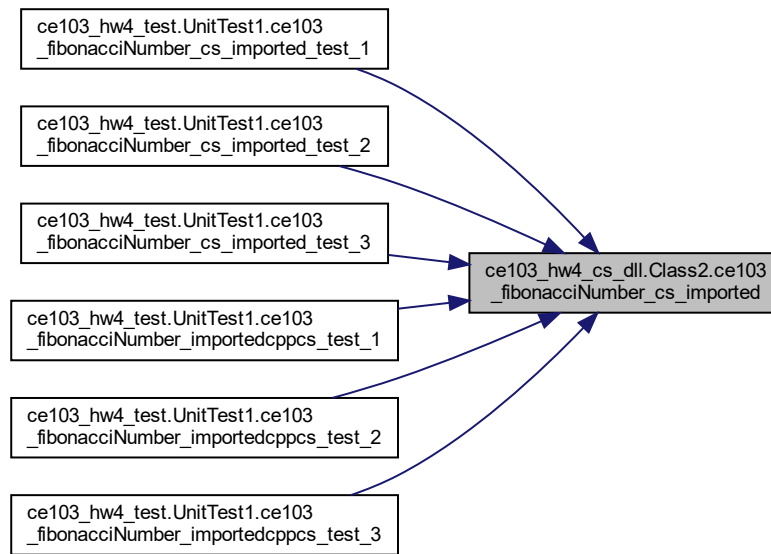
Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_cs\\_imported\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_cs\\_imported\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_cs\\_imported\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_fibonacciNumber\\_importedcppcs\\_test\\_3\(\)](#).

Here is the call graph for this function:





Here is the caller graph for this function:

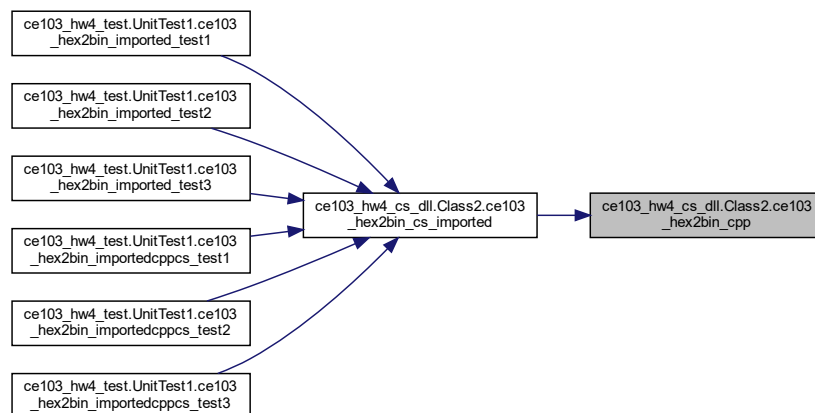


#### 5.2.1.5 ce103\_hex2bin\_cpp()

```
static void ce103_hw4_cs_dll.Class2.ce103_hex2bin_cpp (
    string fiHex,
    int fiHexLen,
    byte[] foBin )
```

Referenced by [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_hex2bin\\_cs\\_imported\(\)](#).

Here is the caller graph for this function:



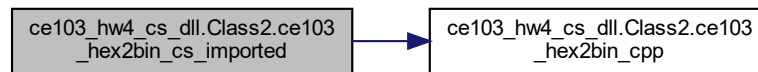
### 5.2.1.6 ce103\_hex2bin\_cs\_imported()

```
void ce103_hw4_cs_dll.Class2.ce103_hex2bin_cs_imported (
    string fiHex,
    int fiHexLen,
    byte[] foBin ) [inline]
```

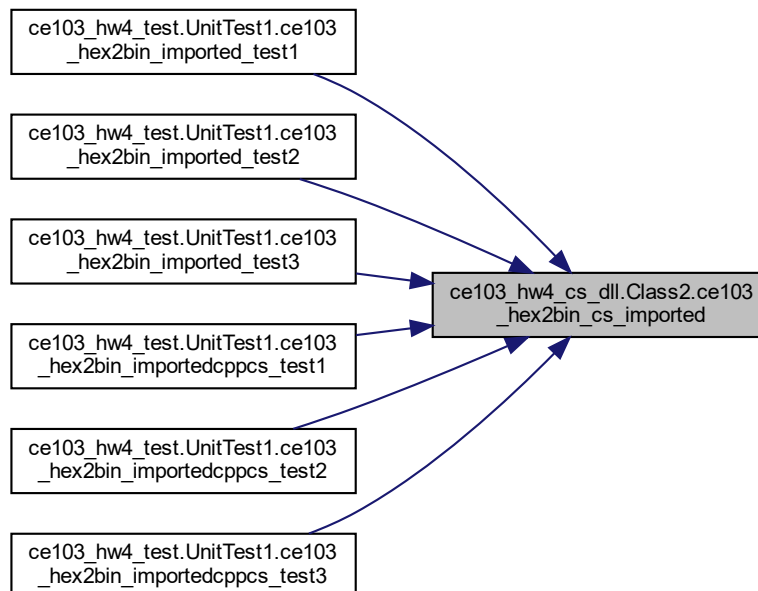
References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_hex2bin\\_cpp\(\)](#), [fiHexLen](#), and [foBin](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_imported\\_test1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_imported\\_test2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_imported\\_test3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_importedcppcs\\_test1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_importedcppcs\\_test2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_hex2bin\\_importedcppcs\\_test3\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:

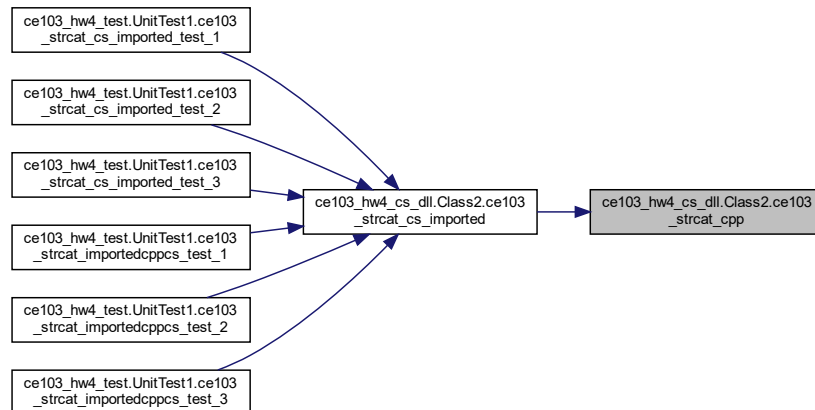


## 5.2.1.7 ce103\_strcat\_cpp()

```
static IntPtr ce103_hw4_cs_dll.Class2.ce103_strcat_cpp (
    char[] fiDest,
    char[] fiSrc )
```

Referenced by [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcat\\_cs\\_imported\(\)](#).

Here is the caller graph for this function:



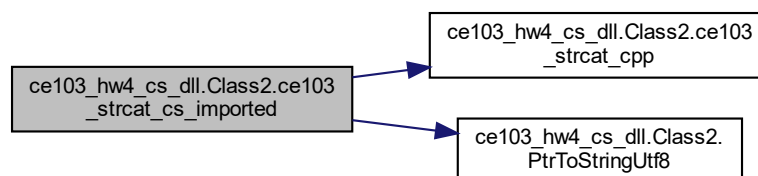
## 5.2.1.8 ce103\_strcat\_cs\_imported()

```
string ce103_hw4_cs_dll.Class2.ce103_strcat_cs_imported (
    string fiDest,
    string fiSrc ) [inline]
```

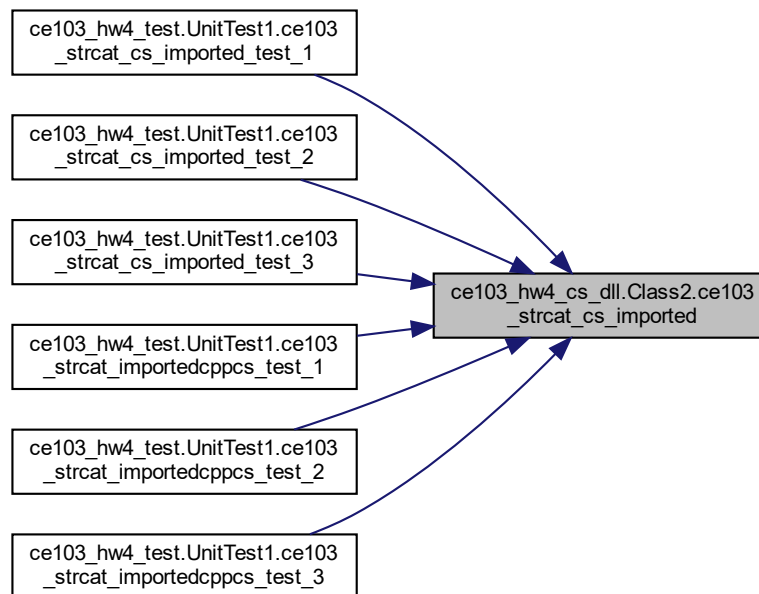
References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcat\\_cpp\(\)](#), `fiSrc`, and [ce103\\_hw4\\_cs\\_dll.Class2.PtrToStringUtf8\(\)](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_cs\\_imported\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_cs\\_imported\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcat\\_importedcppcs\\_test\\_3\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:

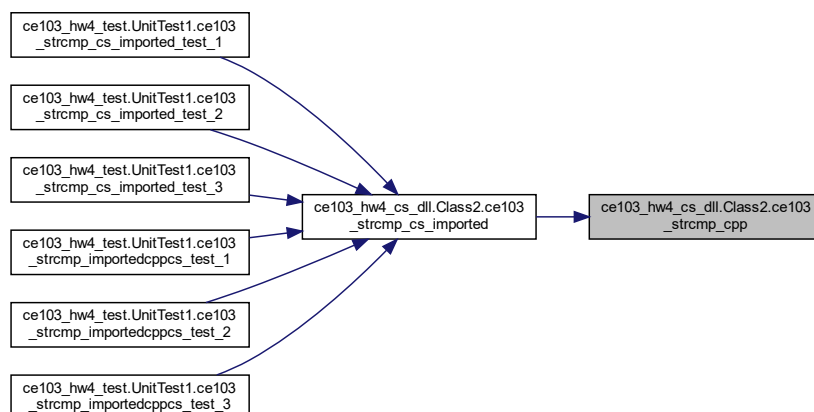


#### 5.2.1.9 ce103\_strcmp\_cpp()

```
static int ce103_hw4_cs_dll.Class2.ce103_strcmp_cpp (
    string fiLhs,
    string fiRhs )
```

Referenced by [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcmp\\_cs\\_imported\(\)](#).

Here is the caller graph for this function:



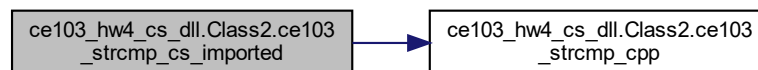
### 5.2.1.10 ce103\_strcmp\_cs\_imported()

```
int ce103_hw4_cs_dll.Class2.ce103_strcmp_cs_imported (  
    string fiLhs,  
    string fiRhs ) [inline]
```

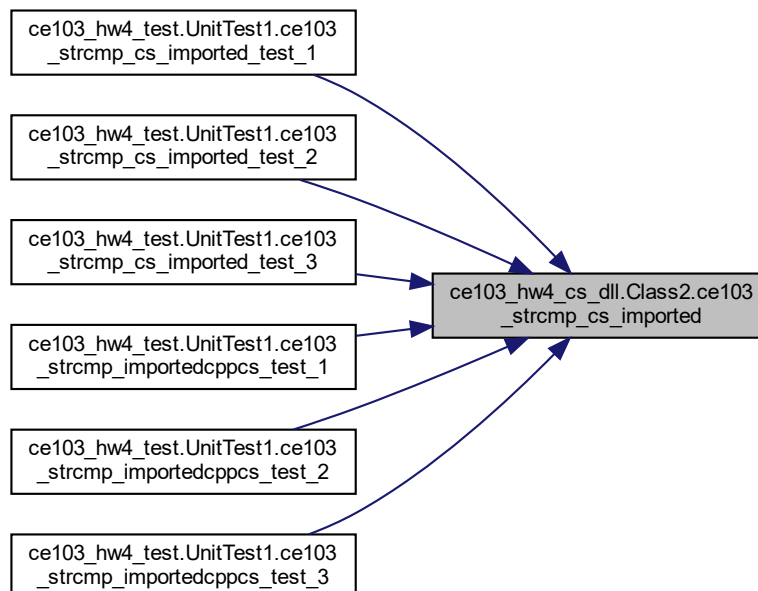
References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcmp\\_cpp\(\)](#), and [fiRhs](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_cs\\_imported\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_cs\\_imported\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_cs\\_imported\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcmp\\_importedcppcs\\_test\\_3\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:

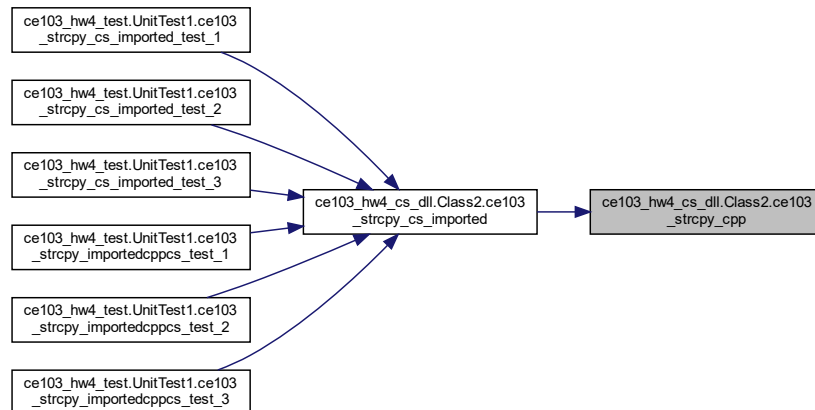


### 5.2.1.11 `ce103_strcpy_cpp()`

```
static IntPtr ce103_hw4_cs_dll.Class2.ce103_strcpy_cpp (
    char[] foDestination,
    char[] fiSource )
```

Referenced by [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcpy\\_cs\\_imported\(\)](#).

Here is the caller graph for this function:



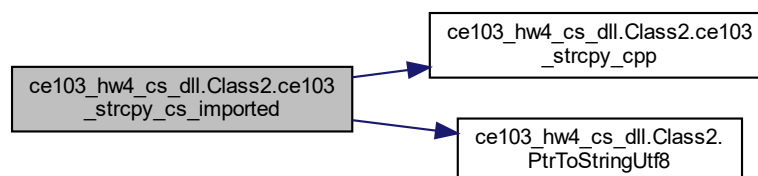
### 5.2.1.12 `ce103_strcpy_cs_imported()`

```
string ce103_hw4_cs_dll.Class2.ce103_strcpy_cs_imported (
    string foDestination,
    string fiSource ) [inline]
```

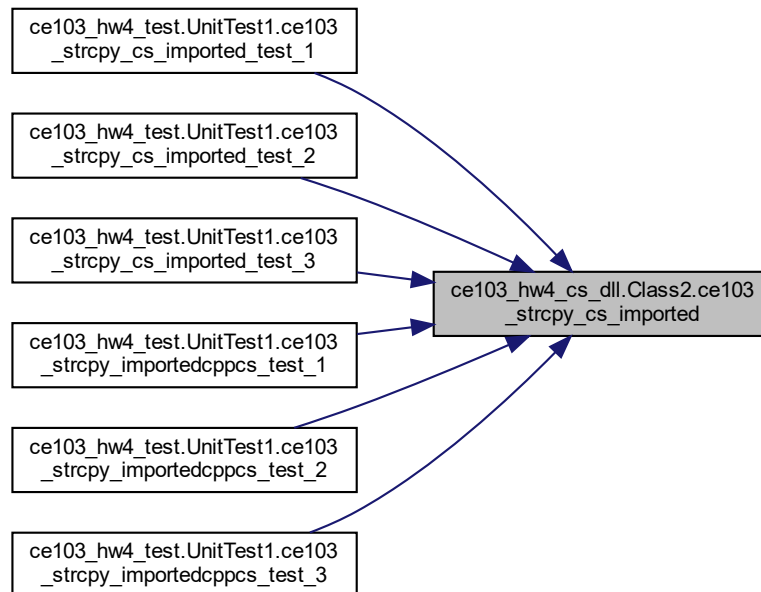
References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcpy\\_cpp\(\)](#), `fiSource`, and [ce103\\_hw4\\_cs\\_dll.Class2.PtrToStringUtf8\(\)](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_cs\\_imported\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_cs\\_imported\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_cs\\_imported\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_strcpy\\_importedcppcs\\_test\\_3\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:

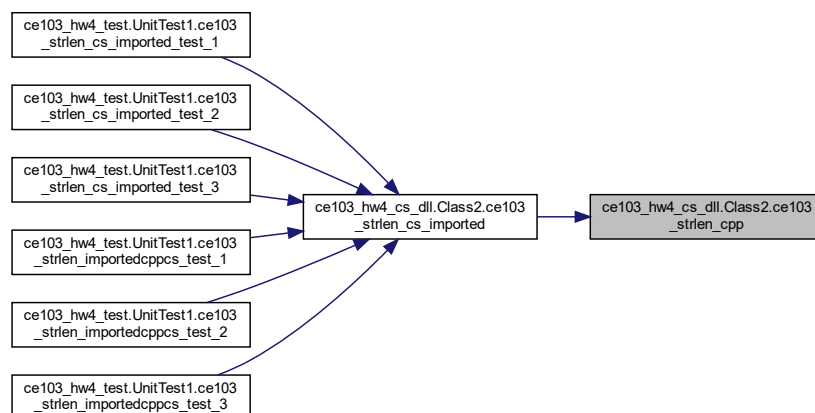


### 5.2.1.13 ce103\_strlen\_cpp()

```
static int ce103_hw4_cs_dll.Class2.ce103_strlen_cpp (
    string fiStr )
```

Referenced by [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strlen\\_cs\\_imported\(\)](#).

Here is the caller graph for this function:



#### 5.2.1.14 ce103\_strlen\_cs\_imported()

```
int ce103_hw4_cs_dll.Class2.ce103_strlen_cs_imported (
    string fiStr ) [inline]
```

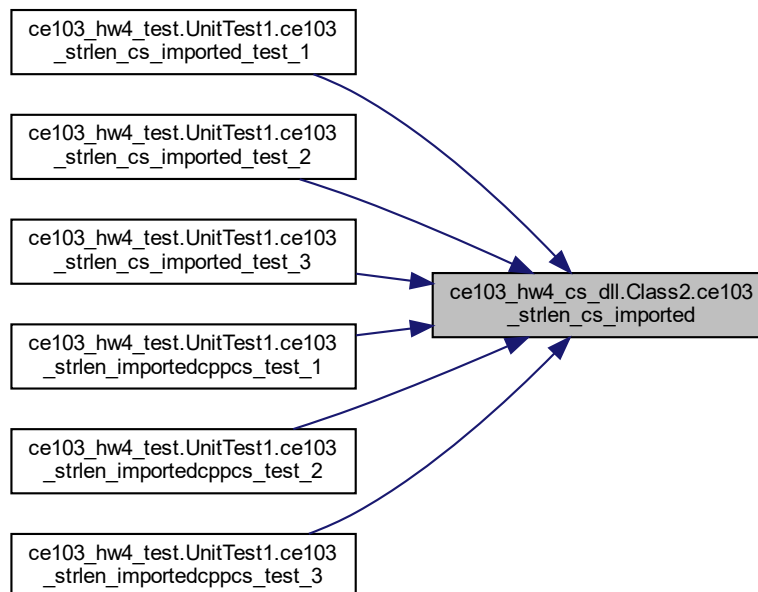
References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strlen\\_cpp\(\)](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_cs\\_imported\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_cs\\_imported\\_test\\_2\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_cs\\_imported\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_strlen\\_importedcppcs\\_test\\_3\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:



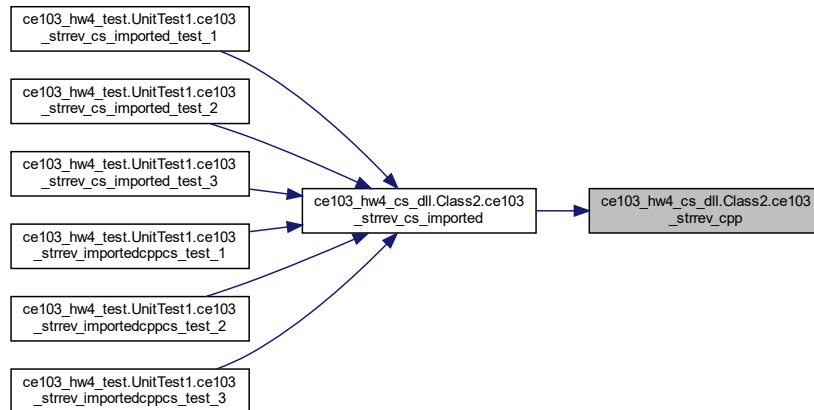


## 5.2.1.15 ce103\_strrev\_cpp()

```
static IntPtr ce103_hw4_cs_dll.Class2.ce103_strrev_cpp (
    char[] fiStr )
```

Referenced by [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strrev\\_cs\\_imported\(\)](#).

Here is the caller graph for this function:



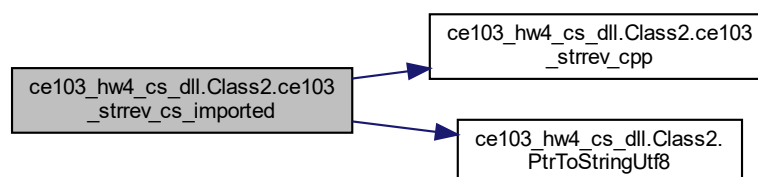
## 5.2.1.16 ce103\_strrev\_cs\_imported()

```
string ce103_hw4_cs_dll.Class2.ce103_strrev_cs_imported (
    string fiStr ) [inline]
```

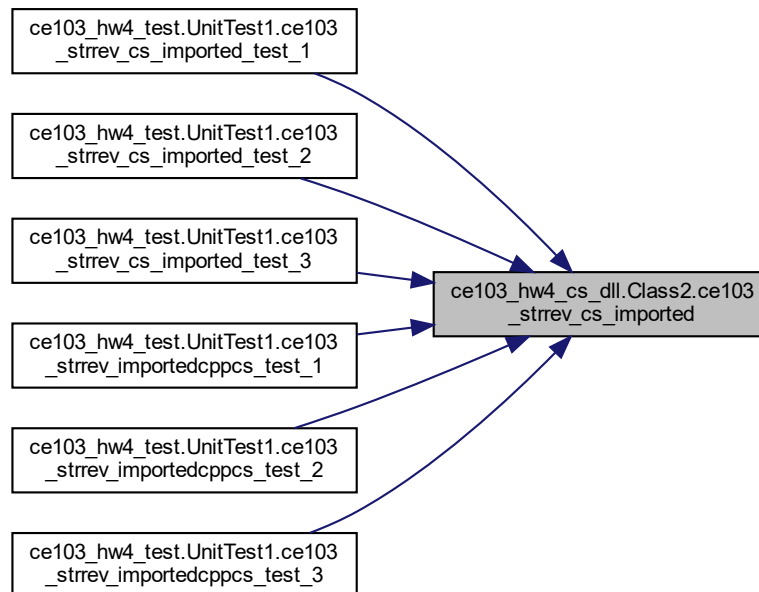
References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strrev\\_cpp\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.PtrToStringUtf8\(\)](#).

Referenced by [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_cs\\_imported\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_cs\\_imported\\_test\\_3\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_importedcppcs\\_test\\_1\(\)](#), [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_importedcppcs\\_test\\_2\(\)](#), and [ce103\\_hw4\\_test.UnitTest1.ce103\\_strrev\\_importedcppcs\\_test\\_3\(\)](#).

Here is the call graph for this function:



Here is the caller graph for this function:

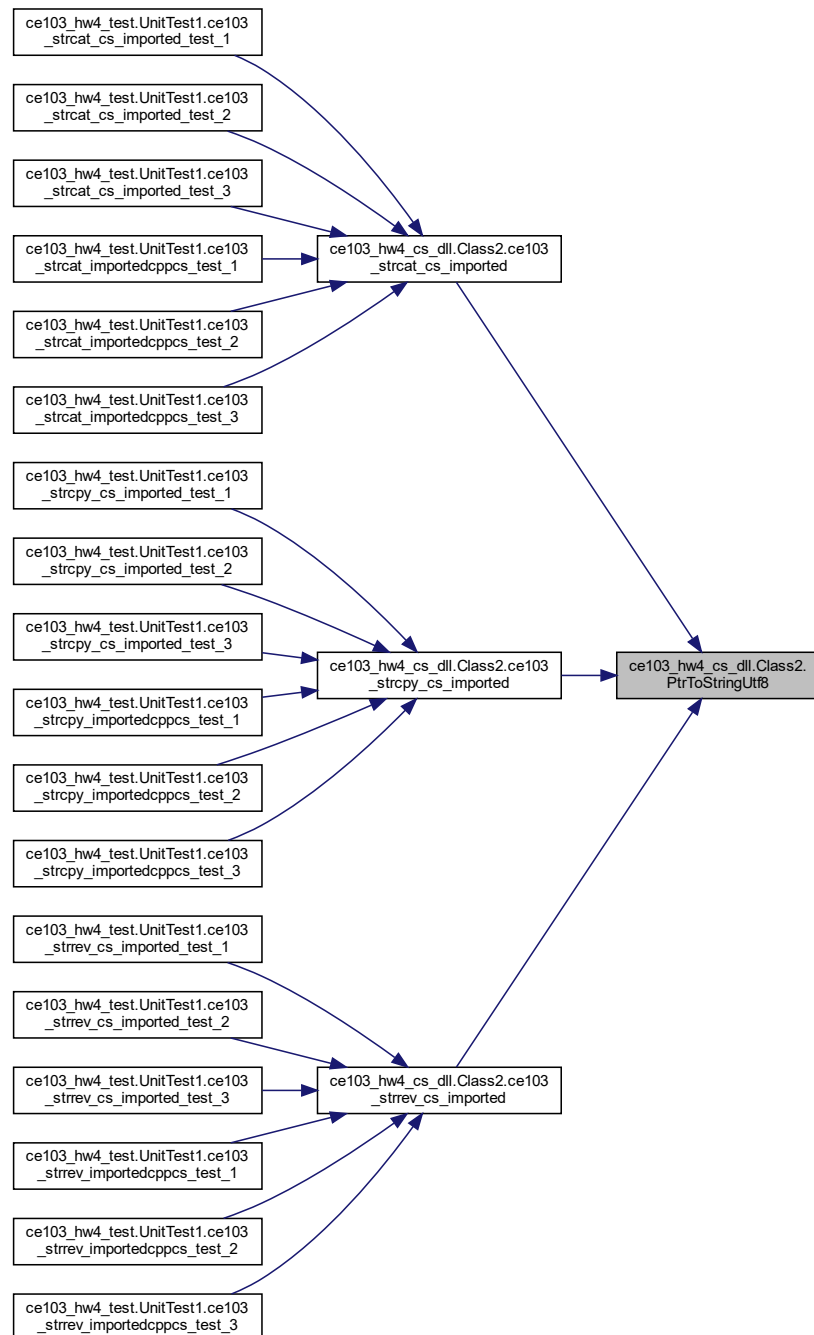


#### 5.2.1.17 PtrToStringUtf8()

```
static string ce103_hw4_cs_dll.Class2.PtrToStringUtf8 (
    IntPtr tr ) [inline], [static], [private]
```

Referenced by [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcat\\_cs\\_imported\(\)](#), [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcpy\\_cs\\_imported\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strrev\\_cs\\_imported\(\)](#).

Here is the caller graph for this function:



The documentation for this class was generated from the following file:

- C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/[Class2.cs](#)

## 5.3 ce103\_hw4\_test.UnitTest1 Class Reference

### Public Member Functions

- void [ce103\\_fibonacciNumber\\_cs\\_test\\_1](#) ()
- void [ce103\\_fibonacciNumber\\_cs\\_imported\\_test\\_1](#) ()
- void [ce103\\_fibonacciNumber\\_importedcppcs\\_test\\_1](#) ()
- void [ce103\\_fibonacciNumber\\_cs\\_test\\_2](#) ()
- void [ce103\\_fibonacciNumber\\_cs\\_imported\\_test\\_2](#) ()
- void [ce103\\_fibonacciNumber\\_importedcppcs\\_test\\_2](#) ()
- void [ce103\\_fibonacciNumber\\_cs\\_test\\_3](#) ()
- void [ce103\\_fibonacciNumber\\_cs\\_imported\\_test\\_3](#) ()
- void [ce103\\_fibonacciNumber\\_importedcppcs\\_test\\_3](#) ()
- void [ce103\\_strrev\\_cs\\_test\\_1](#) ()
- void [ce103\\_strrev\\_cs\\_test\\_2](#) ()
- void [ce103\\_strrev\\_cs\\_test\\_3](#) ()
- void [ce103\\_strlen\\_cs\\_test\\_1](#) ()
- void [ce103\\_strlen\\_cs\\_test\\_2](#) ()
- void [ce103\\_strlen\\_cs\\_test\\_3](#) ()
- void [ce103\\_strcat\\_cs\\_test\\_1](#) ()
- void [ce103\\_strcat\\_cs\\_test\\_2](#) ()
- void [ce103\\_strcat\\_cs\\_test\\_3](#) ()
- void [ce103\\_strcmp\\_cs\\_test\\_1](#) ()
- void [ce103\\_strcmp\\_cs\\_test\\_2](#) ()
- void [ce103\\_strcmp\\_cs\\_test\\_3](#) ()
- void [ce103\\_strcpy\\_cs\\_test\\_1](#) ()
- void [ce103\\_strcpy\\_cs\\_test\\_2](#) ()
- void [ce103\\_strcpy\\_cs\\_test\\_3](#) ()
- void [ce103\\_strrev\\_cs\\_imported\\_test\\_1](#) ()
- void [ce103\\_strrev\\_importedcppcs\\_test\\_1](#) ()
- void [ce103\\_strrev\\_cs\\_imported\\_test\\_2](#) ()
- void [ce103\\_strrev\\_importedcppcs\\_test\\_2](#) ()
- void [ce103\\_strrev\\_cs\\_imported\\_test\\_3](#) ()
- void [ce103\\_strrev\\_importedcppcs\\_test\\_3](#) ()
- void [ce103\\_strcat\\_cs\\_imported\\_test\\_1](#) ()
- void [ce103\\_strcat\\_importedcppcs\\_test\\_1](#) ()
- void [ce103\\_strcat\\_cs\\_imported\\_test\\_2](#) ()
- void [ce103\\_strcat\\_importedcppcs\\_test\\_2](#) ()
- void [ce103\\_strcat\\_cs\\_imported\\_test\\_3](#) ()
- void [ce103\\_strcat\\_importedcppcs\\_test\\_3](#) ()
- void [ce103\\_strlen\\_cs\\_imported\\_test\\_1](#) ()
- void [ce103\\_strlen\\_importedcppcs\\_test\\_1](#) ()
- void [ce103\\_strlen\\_cs\\_imported\\_test\\_2](#) ()
- void [ce103\\_strlen\\_importedcppcs\\_test\\_2](#) ()
- void [ce103\\_strlen\\_cs\\_imported\\_test\\_3](#) ()
- void [ce103\\_strlen\\_importedcppcs\\_test\\_3](#) ()
- void [ce103\\_strcmp\\_cs\\_imported\\_test\\_1](#) ()
- void [ce103\\_strcmp\\_importedcppcs\\_test\\_1](#) ()
- void [ce103\\_strcmp\\_cs\\_imported\\_test\\_2](#) ()
- void [ce103\\_strcmp\\_importedcppcs\\_test\\_2](#) ()
- void [ce103\\_strcmp\\_cs\\_imported\\_test\\_3](#) ()
- void [ce103\\_strcmp\\_importedcppcs\\_test\\_3](#) ()
- void [ce103\\_strcpy\\_cs\\_imported\\_test\\_1](#) ()
- void [ce103\\_strcpy\\_importedcppcs\\_test\\_1](#) ()

- void [ce103\\_strcpy\\_cs\\_imported\\_test\\_2](#) ()
- void [ce103\\_strcpy\\_importedcppcs\\_test\\_2](#) ()
- void [ce103\\_strcpy\\_cs\\_imported\\_test\\_3](#) ()
- void [ce103\\_strcpy\\_importedcppcs\\_test\\_3](#) ()
- void [ce103\\_bin2hex\\_cs\\_test1](#) ()
- void [ce103\\_bin2hex\\_imported\\_test1](#) ()
- void [ce103\\_bin2hex\\_importedcppcs\\_test1](#) ()
- void [ce103\\_bin2hex\\_cs\\_test2](#) ()
- void [ce103\\_bin2hex\\_imported\\_test2](#) ()
- void [ce103\\_bin2hex\\_importedcppcs\\_test2](#) ()
- void [ce103\\_bin2hex\\_cs\\_test3](#) ()
- void [ce103\\_bin2hex\\_imported\\_test3](#) ()
- void [ce103\\_bin2hex\\_importedcppcs\\_test3](#) ()
- void [ce103\\_hex2bin\\_cs\\_test1](#) ()
- void [ce103\\_hex2bin\\_imported\\_test1](#) ()
- void [ce103\\_hex2bin\\_importedcppcs\\_test1](#) ()
- void [ce103\\_hex2bin\\_cs\\_test2](#) ()
- void [ce103\\_hex2bin\\_imported\\_test2](#) ()
- void [ce103\\_hex2bin\\_importedcppcs\\_test2](#) ()
- void [ce103\\_hex2bin\\_cs\\_test3](#) ()
- void [ce103\\_hex2bin\\_imported\\_test3](#) ()
- void [ce103\\_hex2bin\\_importedcppcs\\_test3](#) ()

### 5.3.1 Member Function Documentation

#### 5.3.1.1 ce103\_bin2hex\_cs\_test1()

```
void ce103_hw4_test.UnitTest1.ce103_bin2hex_cs_test1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_bin2hex\\_cs\(\)](#).

Here is the call graph for this function:

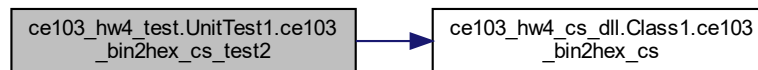


### 5.3.1.2 ce103\_bin2hex\_cs\_test2()

```
void ce103_hw4_test.UnitTest1.ce103_bin2hex_cs_test2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_bin2hex\\_cs\(\)](#).

Here is the call graph for this function:

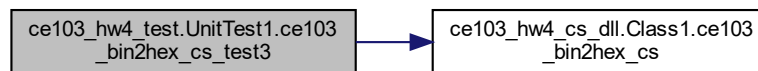


### 5.3.1.3 ce103\_bin2hex\_cs\_test3()

```
void ce103_hw4_test.UnitTest1.ce103_bin2hex_cs_test3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_bin2hex\\_cs\(\)](#).

Here is the call graph for this function:

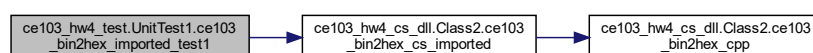


### 5.3.1.4 ce103\_bin2hex\_imported\_test1()

```
void ce103_hw4_test.UnitTest1.ce103_bin2hex_imported_test1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_bin2hex\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

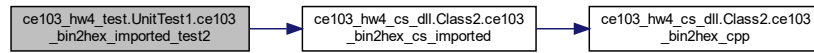


#### 5.3.1.5 ce103\_bin2hex\_imported\_test2()

```
void ce103_hw4_test.UnitTest1.ce103_bin2hex_imported_test2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_bin2hex\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

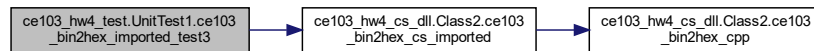


#### 5.3.1.6 ce103\_bin2hex\_imported\_test3()

```
void ce103_hw4_test.UnitTest1.ce103_bin2hex_imported_test3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_bin2hex\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

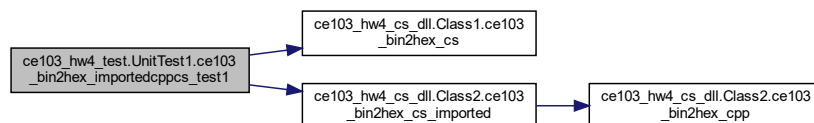


#### 5.3.1.7 ce103\_bin2hex\_importedcppcs\_test1()

```
void ce103_hw4_test.UnitTest1.ce103_bin2hex_importedcppcs_test1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_bin2hex\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_bin2hex\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

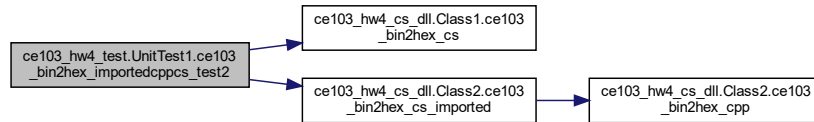


### 5.3.1.8 ce103\_bin2hex\_importedcppcs\_test2()

```
void ce103_hw4_test.UnitTest1.ce103_bin2hex_importedcppcs_test2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_bin2hex\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_bin2hex\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

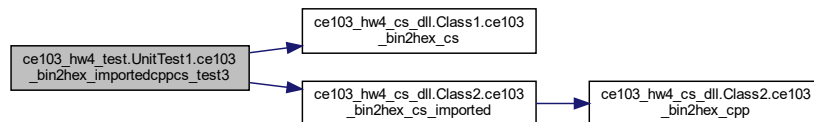


### 5.3.1.9 ce103\_bin2hex\_importedcppcs\_test3()

```
void ce103_hw4_test.UnitTest1.ce103_bin2hex_importedcppcs_test3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_bin2hex\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_bin2hex\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

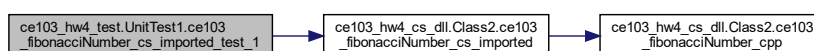


### 5.3.1.10 ce103\_fibonacciNumber\_cs\_imported\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_fibonacciNumber_cs_imported_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_fibonacciNumber\\_cs\\_imported\(\)](#).

Here is the call graph for this function:



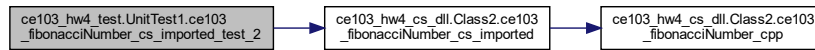


#### 5.3.1.11 ce103\_fibonacciNumber\_cs\_imported\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_fibonacciNumber_cs_imported_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_fibonacciNumber\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

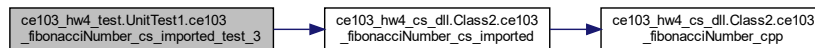


#### 5.3.1.12 ce103\_fibonacciNumber\_cs\_imported\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_fibonacciNumber_cs_imported_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_fibonacciNumber\\_cs\\_imported\(\)](#).

Here is the call graph for this function:



#### 5.3.1.13 ce103\_fibonacciNumber\_cs\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_fibonacciNumber_cs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_fibonacciNumber\\_cs\(\)](#).

Here is the call graph for this function:



#### 5.3.1.14 `ce103_fibonacciNumber_cs_test_2()`

```
void ce103_hw4_test.UnitTest1.ce103_fibonacciNumber_cs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_fibonacciNumber\\_cs\(\)](#).

Here is the call graph for this function:



#### 5.3.1.15 `ce103_fibonacciNumber_cs_test_3()`

```
void ce103_hw4_test.UnitTest1.ce103_fibonacciNumber_cs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_fibonacciNumber\\_cs\(\)](#).

Here is the call graph for this function:

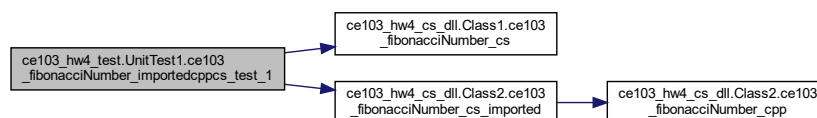


#### 5.3.1.16 `ce103_fibonacciNumber_importedcppcs_test_1()`

```
void ce103_hw4_test.UnitTest1.ce103_fibonacciNumber_importedcppcs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_fibonacciNumber\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_fibonacciNumber\\_cs\\_imported](#).

Here is the call graph for this function:

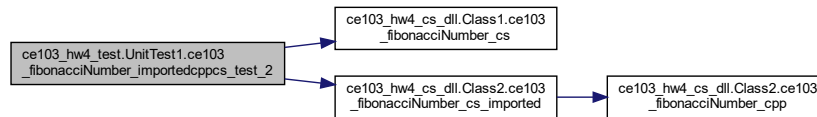


#### 5.3.1.17 ce103\_fibonacciNumber\_importedcppcs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_fibonacciNumber_importedcppcs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_fibonacciNumber\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_fibonacciNumber\\_cs\\_imp](#)

Here is the call graph for this function:

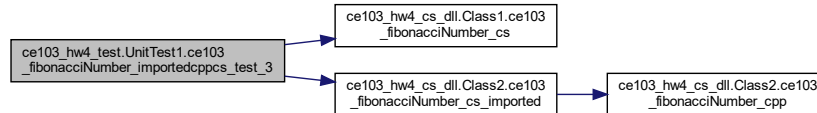


#### 5.3.1.18 ce103\_fibonacciNumber\_importedcppcs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_fibonacciNumber_importedcppcs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_fibonacciNumber\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_fibonacciNumber\\_cs\\_imp](#)

Here is the call graph for this function:



#### 5.3.1.19 ce103\_hex2bin\_cs\_test1()

```
void ce103_hw4_test.UnitTest1.ce103_hex2bin_cs_test1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_hex2bin\\_cs\(\)](#).

Here is the call graph for this function:

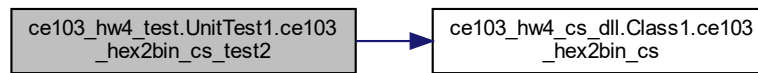


### 5.3.1.20 ce103\_hex2bin\_cs\_test2()

```
void ce103_hw4_test.UnitTest1.ce103_hex2bin_cs_test2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_hex2bin\\_cs\(\)](#).

Here is the call graph for this function:

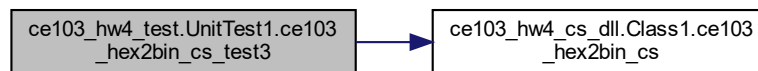


### 5.3.1.21 ce103\_hex2bin\_cs\_test3()

```
void ce103_hw4_test.UnitTest1.ce103_hex2bin_cs_test3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_hex2bin\\_cs\(\)](#).

Here is the call graph for this function:

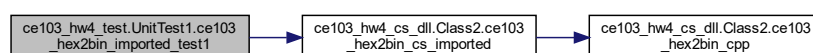


### 5.3.1.22 ce103\_hex2bin\_imported\_test1()

```
void ce103_hw4_test.UnitTest1.ce103_hex2bin_imported_test1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_hex2bin\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

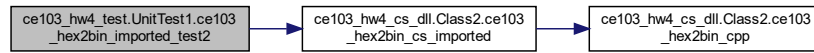


### 5.3.1.23 ce103\_hex2bin\_imported\_test2()

```
void ce103_hw4_test.UnitTest1.ce103_hex2bin_imported_test2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_hex2bin\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

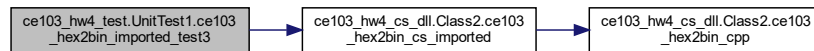


### 5.3.1.24 ce103\_hex2bin\_imported\_test3()

```
void ce103_hw4_test.UnitTest1.ce103_hex2bin_imported_test3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_hex2bin\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

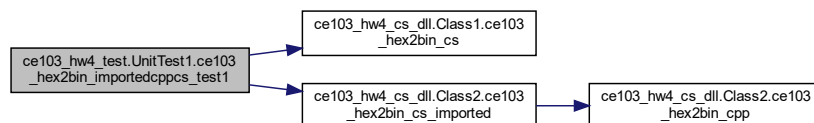


### 5.3.1.25 ce103\_hex2bin\_importedcppcs\_test1()

```
void ce103_hw4_test.UnitTest1.ce103_hex2bin_importedcppcs_test1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_hex2bin\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_hex2bin\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

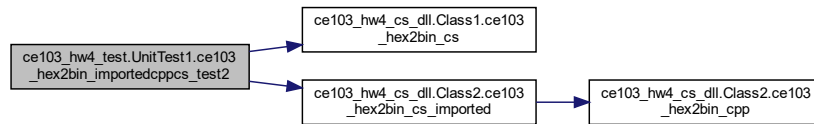


### 5.3.1.26 ce103\_hex2bin\_importedcppcs\_test2()

```
void ce103_hw4_test.UnitTest1.ce103_hex2bin_importedcppcs_test2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_hex2bin\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_hex2bin\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

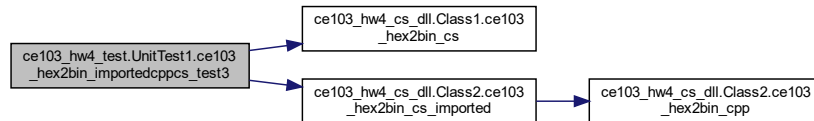


### 5.3.1.27 ce103\_hex2bin\_importedcppcs\_test3()

```
void ce103_hw4_test.UnitTest1.ce103_hex2bin_importedcppcs_test3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_hex2bin\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_hex2bin\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

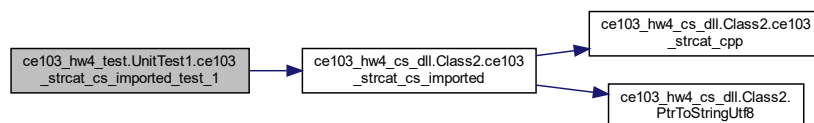


### 5.3.1.28 ce103\_strcat\_cs\_imported\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strcat_cs_imported_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcat\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

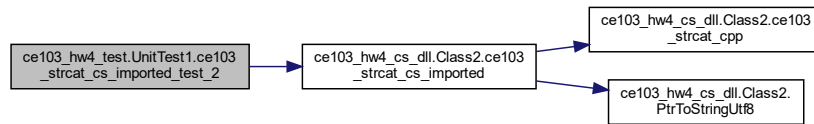


### 5.3.1.29 ce103\_strcat\_cs\_imported\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strcat_cs_imported_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcat\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

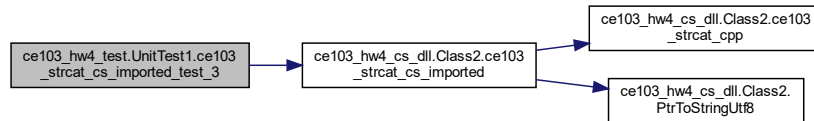


### 5.3.1.30 ce103\_strcat\_cs\_imported\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strcat_cs_imported_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcat\\_cs\\_imported\(\)](#).

Here is the call graph for this function:



### 5.3.1.31 ce103\_strcat\_cs\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strcat_cs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcat\\_cs\(\)](#).

Here is the call graph for this function:



### 5.3.1.32 ce103\_strcat\_cs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strcat_cs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcat\\_cs\(\)](#).

Here is the call graph for this function:

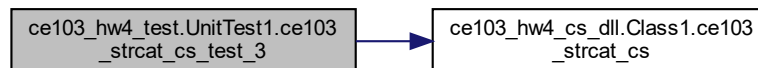


### 5.3.1.33 ce103\_strcat\_cs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strcat_cs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcat\\_cs\(\)](#).

Here is the call graph for this function:

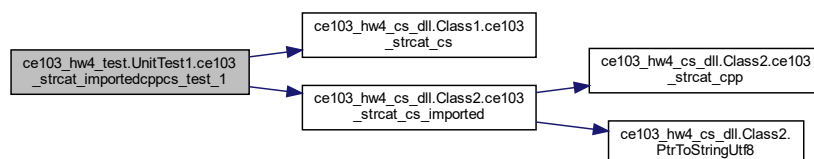


### 5.3.1.34 ce103\_strcat\_importedcppcs\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strcat_importedcppcs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcat\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcat\\_cs\\_imported\(\)](#).

Here is the call graph for this function:



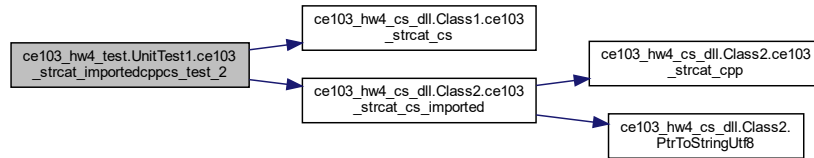


## 5.3.1.35 ce103\_strcat\_importedcppcs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strcat_importedcppcs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcat\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcat\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

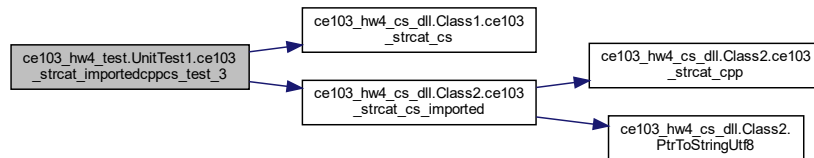


## 5.3.1.36 ce103\_strcat\_importedcppcs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strcat_importedcppcs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcat\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcat\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

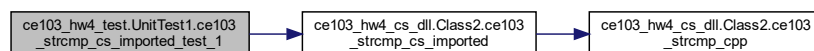


## 5.3.1.37 ce103\_strcmp\_cs\_imported\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strcmp_cs_imported_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcmp\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

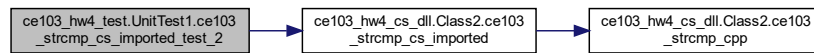


### 5.3.1.38 ce103\_strcmp\_cs\_imported\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strcmp_cs_imported_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcmp\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

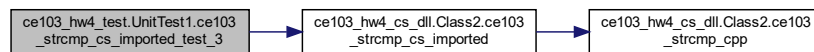


### 5.3.1.39 ce103\_strcmp\_cs\_imported\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strcmp_cs_imported_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcmp\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

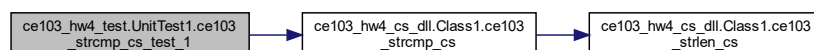


### 5.3.1.40 ce103\_strcmp\_cs\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strcmp_cs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcmp\\_cs\(\)](#).

Here is the call graph for this function:

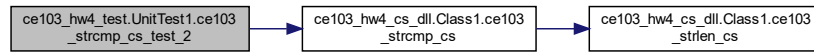


#### 5.3.1.41 ce103\_strcmp\_cs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strcmp_cs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcmp\\_cs\(\)](#).

Here is the call graph for this function:

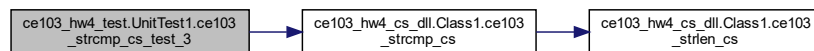


#### 5.3.1.42 ce103\_strcmp\_cs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strcmp_cs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcmp\\_cs\(\)](#).

Here is the call graph for this function:

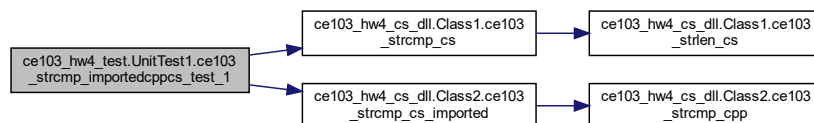


#### 5.3.1.43 ce103\_strcmp\_importedcppcs\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strcmp_importedcppcs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcmp\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcmp\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

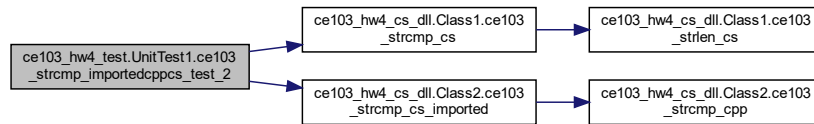


#### 5.3.1.44 ce103\_strcmp\_importedcppcs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strcmp_importedcppcs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcmp\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcmp\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

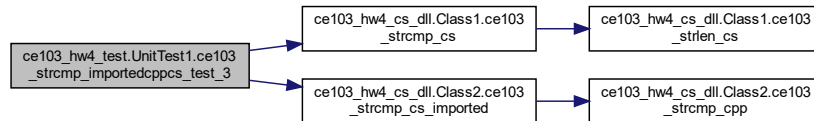


#### 5.3.1.45 ce103\_strcmp\_importedcppcs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strcmp_importedcppcs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcmp\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcmp\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

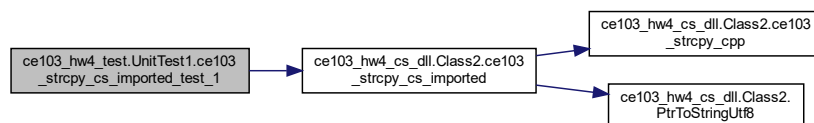


#### 5.3.1.46 ce103\_strcpy\_cs\_imported\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strcpy_cs_imported_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcpy\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

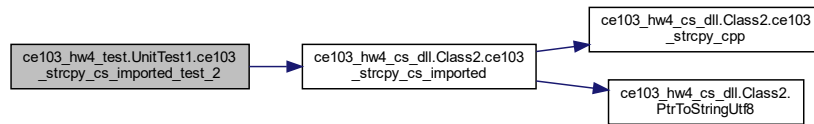


**5.3.1.47 ce103\_strcpy\_cs\_imported\_test\_2()**

```
void ce103_hw4_test.UnitTest1.ce103_strcpy_cs_imported_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcpy\\_cs\\_imported\(\)](#).

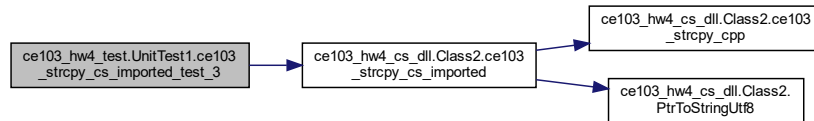
Here is the call graph for this function:

**5.3.1.48 ce103\_strcpy\_cs\_imported\_test\_3()**

```
void ce103_hw4_test.UnitTest1.ce103_strcpy_cs_imported_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcpy\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

**5.3.1.49 ce103\_strcpy\_cs\_test\_1()**

```
void ce103_hw4_test.UnitTest1.ce103_strcpy_cs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcpy\\_cs\(\)](#).

Here is the call graph for this function:



### 5.3.1.50 ce103\_strcpy\_cs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strcpy_cs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcpy\\_cs\(\)](#).

Here is the call graph for this function:



### 5.3.1.51 ce103\_strcpy\_cs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strcpy_cs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcpy\\_cs\(\)](#).

Here is the call graph for this function:

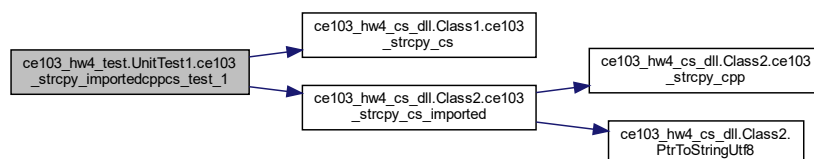


### 5.3.1.52 ce103\_strcpy\_importedcppcs\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strcpy_importedcppcs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcpy\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcpy\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

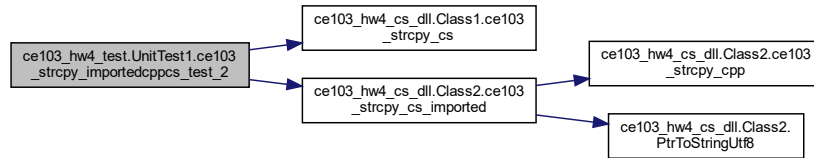


#### 5.3.1.53 ce103\_strcpy\_importedcppcs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strcpy_importedcppcs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcpy\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcpy\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

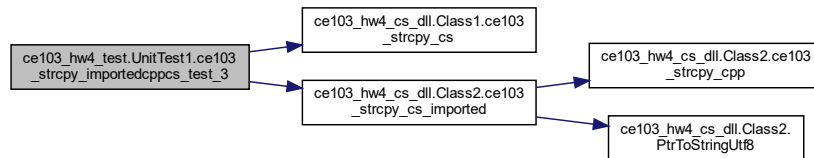


#### 5.3.1.54 ce103\_strcpy\_importedcppcs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strcpy_importedcppcs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strcpy\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strcpy\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

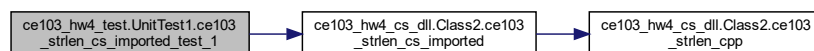


#### 5.3.1.55 ce103\_strlen\_cs\_imported\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strlen_cs_imported_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strlen\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

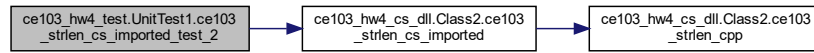


### 5.3.1.56 ce103\_strlen\_cs\_imported\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strlen_cs_imported_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strlen\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

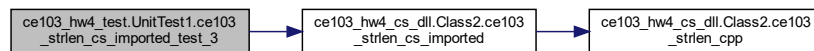


### 5.3.1.57 ce103\_strlen\_cs\_imported\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strlen_cs_imported_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strlen\\_cs\\_imported\(\)](#).

Here is the call graph for this function:



### 5.3.1.58 ce103\_strlen\_cs\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strlen_cs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strlen\\_cs\(\)](#).

Here is the call graph for this function:



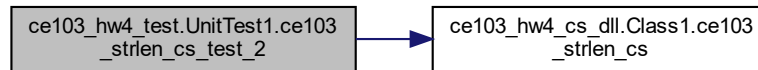


#### 5.3.1.59 ce103\_strlen\_cs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strlen_cs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strlen\\_cs\(\)](#).

Here is the call graph for this function:

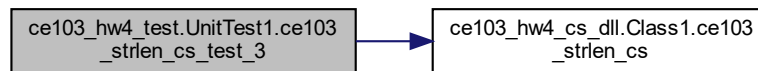


#### 5.3.1.60 ce103\_strlen\_cs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strlen_cs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strlen\\_cs\(\)](#).

Here is the call graph for this function:

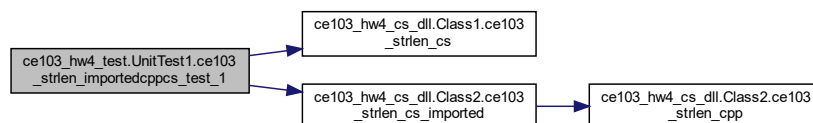


#### 5.3.1.61 ce103\_strlen\_importedcppcs\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strlen_importedcppcs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strlen\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strlen\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

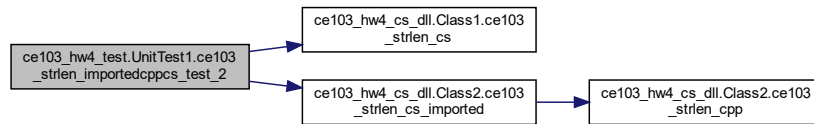


### 5.3.1.62 ce103\_strlen\_importedcppcs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strlen_importedcppcs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strlen\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strlen\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

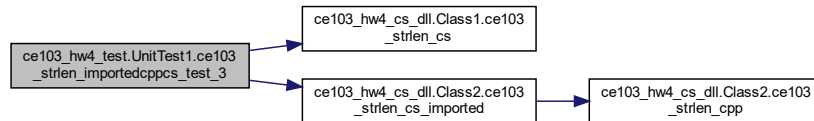


### 5.3.1.63 ce103\_strlen\_importedcppcs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strlen_importedcppcs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strlen\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strlen\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

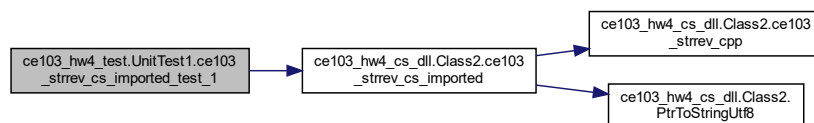


### 5.3.1.64 ce103\_strrev\_cs\_imported\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strrev_cs_imported_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strrev\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

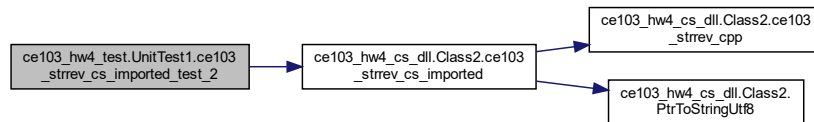


## 5.3.1.65 ce103\_strrev\_cs\_imported\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strrev_cs_imported_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strrev\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

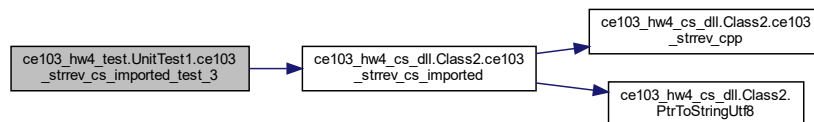


## 5.3.1.66 ce103\_strrev\_cs\_imported\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strrev_cs_imported_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strrev\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

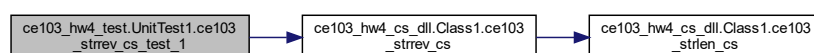


## 5.3.1.67 ce103\_strrev\_cs\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strrev_cs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strrev\\_cs\(\)](#).

Here is the call graph for this function:

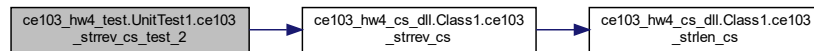


### 5.3.1.68 ce103\_strrev\_cs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strrev_cs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strrev\\_cs\(\)](#).

Here is the call graph for this function:

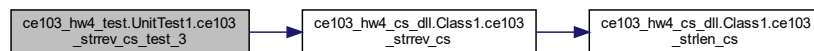


### 5.3.1.69 ce103\_strrev\_cs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strrev_cs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strrev\\_cs\(\)](#).

Here is the call graph for this function:

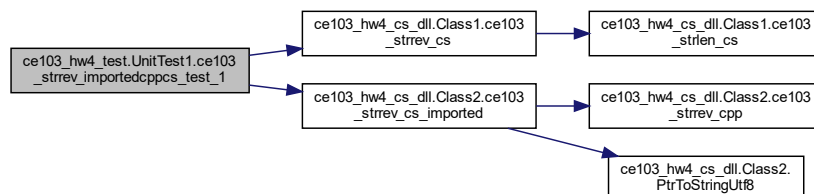


### 5.3.1.70 ce103\_strrev\_importedcppcs\_test\_1()

```
void ce103_hw4_test.UnitTest1.ce103_strrev_importedcppcs_test_1 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strrev\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strrev\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

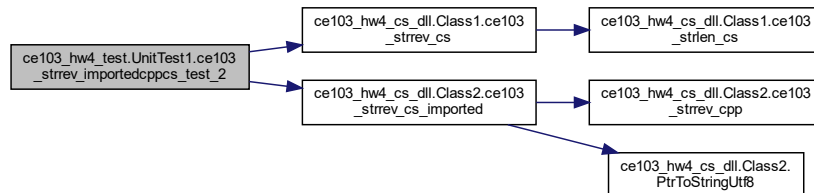


## 5.3.1.71 ce103\_strrev\_importedcppcs\_test\_2()

```
void ce103_hw4_test.UnitTest1.ce103_strrev_importedcppcs_test_2 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strrev\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strrev\\_cs\\_imported\(\)](#).

Here is the call graph for this function:

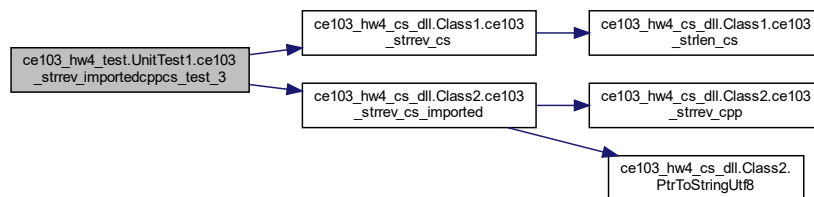


## 5.3.1.72 ce103\_strrev\_importedcppcs\_test\_3()

```
void ce103_hw4_test.UnitTest1.ce103_strrev_importedcppcs_test_3 ( ) [inline]
```

References [ce103\\_hw4\\_cs\\_dll.Class1.ce103\\_strrev\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2.ce103\\_strrev\\_cs\\_imported\(\)](#).

Here is the call graph for this function:



The documentation for this class was generated from the following file:

- `C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/UnitTest1.cs`

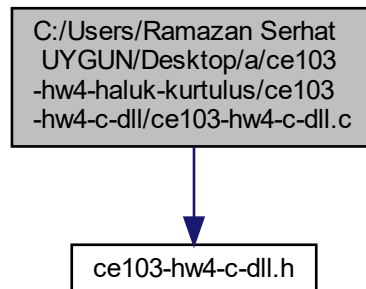


## Chapter 6

# File Documentation

### 6.1 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-c-dll/ce103-hw4-c-dll.c File Reference

```
#include "ce103-hw4-c-dll.h"  
Include dependency graph for ce103-hw4-c-dll.c:
```



## Functions

**strrev (ce103\_strrev)**

**Reverse String**

*Reverse given string*

### Parameters

<i>in</i>	fiStr	<b>[char*]</b> The given string which is needed to be reversed.
-----------	-------	---

*Return values*

[	
---	--

*b char\*]* This function returns the string after reversing the given string

- [\\_\\_declspec](#) (dllexport)

## 6.1.1 Function Documentation

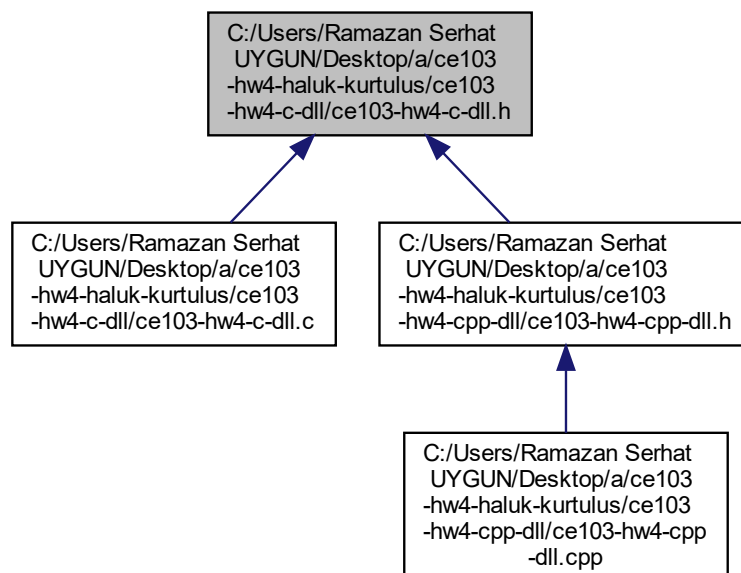
### 6.1.1.1 \_\_declspec()

```
__declspec (
    dllexport )
```

## 6.2 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-c-dll/ce103-hw4-c-dll.h File Reference

### HW-4 Functions

This graph shows which files directly or indirectly include this file:





## Macros

- `#define WIN32_LEAN_AND_MEAN`

## Functions

### **fibonacciNumber** (ce103\_fibonacciNumber)

*Fibonacci Number Calculator*

*Calculates the fibonacci number in the given index and return as output*

#### Parameters

<i>in</i>	fiIndex	<i>[int]</i> index of fibonacci number in the serie
-----------	---------	---

#### Return values

<i>[</i>	
----------	--

*b int]* calculated fibonacci number

- `__declspec (dllexport) int ce103_fibonacciNumber(int fiIndex)`

## Variables

### **strcat** (ce103\_strcat)

**Concatenate** strings

*Appends a copy of the null-terminated byte string pointed to by src to the end of the null-terminated byte string pointed to by dest*

*The character src[0] replaces the null terminator at the end of dest. The resulting byte string is null-terminated.*

*The behavior is undefined if the destination array is not large enough for the contents of both src and dest and the terminating null character. The behavior is undefined if the strings overlap. The behavior is undefined if either dest or src is not a pointer to a null-terminated byte string.*

*see more [strcat reference](#) see more [strcat reference](#)*

#### Parameters

<i>in</i>	fiDest	<i>[char*]</i> pointer to the null-terminated byte string to append to
<i>in</i>	fiSrc	<i>[char*]</i> pointer to the null-terminated byte string to copy from

#### Return values

<i>[</i>	
----------	--

*b char\*]* returns a copy of dest

- `char * fiSrc`

### **strcmp** (ce103\_strcmp)

**Compare** two strings

Compares two null-terminated byte strings lexicographically.

The sign of the result is the sign of the difference between the values of the first pair of characters (both interpreted as unsigned char) that differ in the strings being compared. The behavior is undefined if lhs or rhs are not pointers to null-terminated byte strings.

see more [strcmp reference](#) see more [strcmp reference](#)

#### Parameters

<i>in</i>	fiLhs	<b>[const char*]</b> pointers to the null-terminated byte strings to compare
<i>in</i>	fiRhs	<b>[const char*]</b> pointers to the null-terminated byte strings to compare

#### Return values

[	
---	--

*b int*] Negative value if lhs appears before rhs in lexicographical order. Zero if lhs and rhs compare equal. Positive value if lhs appears after rhs in lexicographical order.

- const char \* [fiRhs](#)

#### strcpy (ce103\_strcpy)

##### Copy string

Copies the C string pointed by source into the array pointed by destination, including the terminating null character (and stopping at that point).

To avoid overflows, the size of the array pointed by destination shall be long enough to contain the same C string as source (including the terminating null character), and should not overlap in memory with source.

see more [strcpy reference 1](#) see more [strcpy reference 2](#)

#### Parameters

<i>out</i>	foDestination	<b>[char*]</b> Pointer to the destination array where the content is to be copied.
<i>in</i>	fiSource	<b>[const char*]</b> C string to be copied.

#### Return values

returns	a copy of dest
---------	----------------

- const char \* [fiSource](#)

#### hex2bin (ce103\_hex2bin)

##### Hexadecimal to Binary (BCD) Conversion

Hexadecimal to Binary (BCD) Conversion Packs hexadecimal string to packed binary array, Example: "AB1234" => 0xAB 0x12 0x34 If length of the input string is less than the fiHexLen, remaining bytes is not filled. If odd number of characters processed, last nibble is padded with 0

#### Parameters

<i>in</i>	fiHex	<b>[unsigned char*]</b> Ascii hex string.
<i>in</i>	fiHexLen	<b>[int]</b> Ascii data length.
<i>out</i>	foBin	<b>[char*]</b> Conversion result as binary.

- int [fiHexLen](#)
- int unsigned char \* [foBin](#)

**bin2hex (ce103\_bin2hex)****Binary** (BCD) to Hexadecimal Conversion

Unpacks alpha numeric value, Example: 0x12 0x34 = "1234".

**Parameters**

<i>in</i>	fiBin	<b>[<i>unsigned char*</i>]</b> Binary data to be converted.
<i>in</i>	fiBinLen	<b>[<i>int</i>]</b> Binary data length.
<i>out</i>	foHex	<b>[<i>char*</i>]</b> Conversion result as ascii. Doubles the binary length.

- int [fiBinLen](#)
- int char \* [foHex](#)

**6.2.1 Detailed Description****HW-4 Functions****Author**

Haluk Kurtulus

**Date**

31 December 2021

**HW-4 Sample Lib Functions****See also**<http://bilgisayar.mmf.erdogan.edu.tr/en/>**6.2.2 Macro Definition Documentation****6.2.2.1 WIN32\_LEAN\_AND\_MEAN**

#define WIN32\_LEAN\_AND\_MEAN

**6.2.3 Function Documentation**

### 6.2.3.1 `__declspec()`

```
__declspec (
    dllexport )
```

## 6.2.4 Variable Documentation

### 6.2.4.1 `fiBinLen`

```
int fiBinLen
```

Referenced by [ce103\\_bin2hex\\_cpp\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2::ce103\\_bin2hex\\_cs\\_imported\(\)](#).

### 6.2.4.2 `fiHexLen`

```
int fiHexLen
```

Referenced by [ce103\\_hex2bin\\_cpp\(\)](#), [ce103\\_hw4\\_cs\\_dll.Class1::ce103\\_hex2bin\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2::ce103\\_hex2bin\\_cs\(\)](#).

### 6.2.4.3 `fiRhs`

```
const char * fiRhs
```

Referenced by [ce103\\_strcmp\\_cpp\(\)](#), [ce103\\_hw4\\_cs\\_dll.Class1::ce103\\_strcmp\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2::ce103\\_strcmp\\_cs\(\)](#).

### 6.2.4.4 `fiSource`

```
const char * fiSource
```

Referenced by [ce103\\_strcpy\\_cpp\(\)](#), [ce103\\_hw4\\_cs\\_dll.Class1::ce103\\_strcpy\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2::ce103\\_strcpy\\_cs\(\)](#).

### 6.2.4.5 `fiSrc`

```
char * fiSrc
```

Referenced by [ce103\\_strcat\\_cpp\(\)](#), [ce103\\_hw4\\_cs\\_dll.Class1::ce103\\_strcat\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2::ce103\\_strcat\\_cs\(\)](#).

#### 6.2.4.6 foBin

```
int unsigned char * foBin
```

Referenced by [ce103\\_hex2bin\\_cpp\(\)](#), [ce103\\_hw4\\_cs\\_dll.Class1::ce103\\_hex2bin\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2::ce103\\_hex2bin\\_cs\(\)](#).

#### 6.2.4.7 foHex

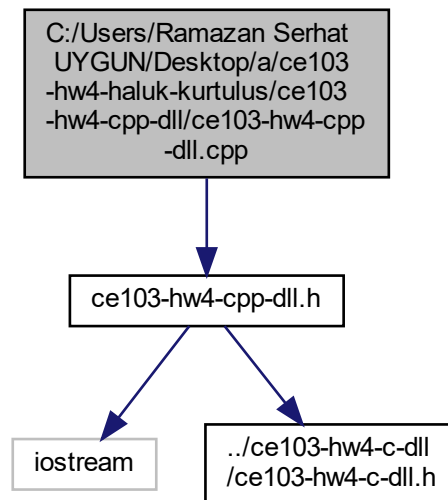
```
int char * foHex
```

Referenced by [ce103\\_bin2hex\\_cpp\(\)](#), [ce103\\_hw4\\_cs\\_dll.Class1::ce103\\_bin2hex\\_cs\(\)](#), and [ce103\\_hw4\\_cs\\_dll.Class2::ce103\\_bin2hex\\_cs\(\)](#).

### 6.3 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cpp-dll/ce103-hw4-cpp-dll.cpp File Reference

```
#include "ce103-hw4-cpp-dll.h"
```

Include dependency graph for ce103-hw4-cpp-dll.cpp:



### Functions

- int [ce103\\_fibonacciNumber\\_cpp](#) (int [fiIndex](#))
- char \* [ce103\\_strrev\\_cpp](#) (char \*[fiStr](#))
- int [ce103\\_strlen\\_cpp](#) (const char \*[fiStr](#))
- char \* [ce103\\_strcat\\_cpp](#) (char \*[fiDest](#), char \*[fiSrc](#))
- int [ce103\\_strcmp\\_cpp](#) (const char \*[fiLhs](#), const char \*[fiRhs](#))
- char \* [ce103\\_strcpy\\_cpp](#) (char \*[foDestination](#), const char \*[fiSource](#))
- void [ce103\\_hex2bin\\_cpp](#) (char \*[fiHex](#), int [fiHexLen](#), unsigned char \*[foBin](#))
- void [ce103\\_bin2hex\\_cpp](#) (unsigned char \*[fiBin](#), int [fiBinLen](#), char \*[foHex](#))

## 6.3.1 Function Documentation

### 6.3.1.1 `ce103_bin2hex_cpp()`

```
void ce103_bin2hex_cpp (
    unsigned char * fiBin,
    int fiBinLen,
    char * foHex )
```

References [fiBinLen](#), and [foHex](#).

### 6.3.1.2 `ce103_fibonacciNumber_cpp()`

```
int ce103_fibonacciNumber_cpp (
    int fiIndex )
```

### 6.3.1.3 `ce103_hex2bin_cpp()`

```
void ce103_hex2bin_cpp (
    char * fiHex,
    int fiHexLen,
    unsigned char * foBin )
```

References [fiHexLen](#), and [foBin](#).

### 6.3.1.4 `ce103_strcat_cpp()`

```
char * ce103_strcat_cpp (
    char * fiDest,
    char * fiSrc )
```

References [fiSrc](#).

### 6.3.1.5 `ce103_strcmp_cpp()`

```
int ce103_strcmp_cpp (
    const char * fiLhs,
    const char * fiRhs )
```

References [fiRhs](#).

#### 6.3.1.6 ce103\_strcpy\_cpp()

```
char * ce103_strcpy_cpp (
    char * foDestination,
    const char * fiSource )
```

References [fiSource](#).

#### 6.3.1.7 ce103\_strlen\_cpp()

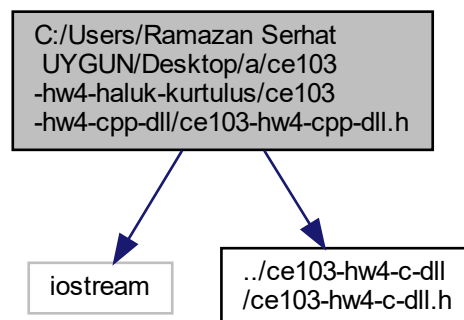
```
int ce103_strlen_cpp (
    const char * fiStr )
```

#### 6.3.1.8 ce103\_strrev\_cpp()

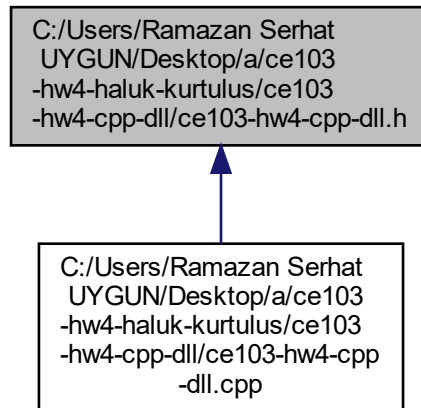
```
char * ce103_strrev_cpp (
    char * fiStr )
```

## 6.4 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cpp-dll/ce103-hw4-cpp-dll.h File Reference

```
#include <iostream>
#include "../ce103-hw4-c-dll/ce103-hw4-c-dll.h"
Include dependency graph for ce103-hw4-cpp-dll.h:
```



This graph shows which files directly or indirectly include this file:



## Functions

- [\\_\\_declspec](#) (dllimport) int ce103\_fibonacciNumber(int filIndex)
- [\\_\\_declspec](#) (dllexport) int [ce103\\_fibonacciNumber\\_cpp](#)(int filIndex)

## Variables

- char \* [fiSrc](#)
- const char \* [fiRhs](#)
- const char \* [fiSource](#)
- int [fiHexLen](#)
- int unsigned char \* [foBin](#)
- int [fiBinLen](#)
- int char \* [foHex](#)

### 6.4.1 Function Documentation

#### 6.4.1.1 [\\_\\_declspec\(\)](#) [1/2]

```
__declspec (
    dllexport )
```



#### 6.4.1.2 `__declspec()` [2/2]

```
__declspec (
    dllimport )
```

### 6.4.2 Variable Documentation

#### 6.4.2.1 `fiBinLen`

```
int fiBinLen
```

#### 6.4.2.2 `fiHexLen`

```
int fiHexLen
```

#### 6.4.2.3 `fiRhs`

```
const char* fiRhs
```

#### 6.4.2.4 `fiSource`

```
const char* fiSource
```

#### 6.4.2.5 `fiSrc`

```
char* fiSrc
```

#### 6.4.2.6 `foBin`

```
int unsigned char* foBin
```

#### 6.4.2.7 foHex

```
int char* foHex
```

### 6.5 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Class1.cs File Reference

#### Data Structures

- class [ce103\\_hw4\\_cs\\_dll.Class1](#)

#### Namespaces

- namespace [ce103\\_hw4\\_cs\\_dll](#)

### 6.6 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Class2.cs File Reference

#### Data Structures

- class [ce103\\_hw4\\_cs\\_dll.Class2](#)

#### Namespaces

- namespace [ce103\\_hw4\\_cs\\_dll](#)

**6.7 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/obj/↵  
Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference**

**6.8 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/obj/↵  
Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs File Reference**

**6.9 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Properties/AssemblyInfo.cs File Reference**

**6.10 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/Properties/AssemblyInfo.cs File Reference**

**6.11 C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/UnitTest1.cs File Reference**

## Data Structures

- class [ce103\\_hw4\\_test.UnitTest1](#)

## Namespaces

- namespace [ce103\\_hw4\\_test](#)



# Index

`__declspec`  
    `ce103-hw4-c-dll.c`, [64](#)  
    `ce103-hw4-c-dll.h`, [67](#)  
    `ce103-hw4-cpp-dll.h`, [72](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-c-dll/ce103-hw4-c-dll.c`, [63](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-c-dll/ce103-hw4-c-dll.h`, [64](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cpp-dll/ce103-hw4-cpp-dll.cpp`, [69](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cpp-dll/ce103-hw4-cpp-dll.h`, [71](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Class1.cs`, [74](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Class2.cs`, [74](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs`, [75](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-cs-dll/Properties/AssemblyInfo.cs`, [75](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/obj/Debug/.NETFramework,Version=v4.7.2.AssemblyAttributes.cs`, [75](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/Properties/AssemblyInfo.cs`, [75](#)

`C:/Users/Ramazan Serhat UYGUN/Desktop/a/ce103-hw4-haluk-kurtulus/ce103-hw4-test/UnitTest1.cs`, [75](#)

`ce103-hw4-c-dll.c`  
    `__declspec`, [64](#)

`ce103-hw4-c-dll.h`  
    `__declspec`, [67](#)  
    `fiBinLen`, [68](#)  
    `fiHexLen`, [68](#)  
    `fiRhs`, [68](#)  
    `fiSource`, [68](#)  
    `fiSrc`, [68](#)  
    `foBin`, [68](#)  
    `foHex`, [69](#)  
    `WIN32_LEAN_AND_MEAN`, [67](#)

`ce103-hw4-cpp-dll.cpp`  
    `ce103_bin2hex_cpp`, [70](#)  
    `ce103_fibonacciNumber_cpp`, [70](#)  
    `ce103_hex2bin_cpp`, [70](#)  
    `ce103_strcat_cpp`, [70](#)  
    `ce103_strcmp_cpp`, [70](#)  
    `ce103_strcpy_cpp`, [70](#)  
    `ce103_strlen_cpp`, [71](#)  
    `ce103_strrev_cpp`, [71](#)

`ce103-hw4-cpp-dll.h`  
    `__declspec`, [72](#)  
    `fiBinLen`, [73](#)  
    `fiHexLen`, [73](#)  
    `fiRhs`, [73](#)  
    `fiSource`, [73](#)  
    `fiSrc`, [73](#)  
    `foBin`, [73](#)  
    `foHex`, [73](#)

`ce103_bin2hex_cpp`  
    `ce103-hw4-cpp-dll.cpp`, [70](#)  
    `ce103_hw4_cs_dll.Class2`, [22](#)

`ce103_bin2hex_cs`  
    `ce103_hw4_cs_dll.Class1`, [12](#)

`ce103_bin2hex_cs_imported`  
    `ce103_hw4_cs_dll.Class2`, [22](#)

`ce103_bin2hex_cs_test1`  
    `ce103_hw4_test.UnitTest1`, [37](#)

`ce103_bin2hex_cs_test2`  
    `ce103_hw4_test.UnitTest1`, [37](#)

`ce103_bin2hex_cs_test3`  
    `ce103_hw4_test.UnitTest1`, [38](#)

`ce103_bin2hex_imported_test1`  
    `ce103_hw4_test.UnitTest1`, [38](#)

`ce103_bin2hex_imported_test2`  
    `ce103_hw4_test.UnitTest1`, [38](#)

`ce103_bin2hex_imported_test3`  
    `ce103_hw4_test.UnitTest1`, [39](#)

`ce103_bin2hex_importedcppcs_test1`  
    `ce103_hw4_test.UnitTest1`, [39](#)

`ce103_bin2hex_importedcppcs_test2`  
    `ce103_hw4_test.UnitTest1`, [39](#)

`ce103_bin2hex_importedcppcs_test3`  
    `ce103_hw4_test.UnitTest1`, [40](#)

`ce103_fibonacciNumber_cpp`  
    `ce103-hw4-cpp-dll.cpp`, [70](#)  
    `ce103_hw4_cs_dll.Class2`, [23](#)

`ce103_fibonacciNumber_cs`  
    `ce103_hw4_cs_dll.Class1`, [12](#)

`ce103_fibonacciNumber_cs_imported`

- ce103\_hw4\_cs\_dll.Class2, 24
- ce103\_fibonacciNumber\_cs\_imported\_test\_1
  - ce103\_hw4\_test.UnitTest1, 40
- ce103\_fibonacciNumber\_cs\_imported\_test\_2
  - ce103\_hw4\_test.UnitTest1, 40
- ce103\_fibonacciNumber\_cs\_imported\_test\_3
  - ce103\_hw4\_test.UnitTest1, 41
- ce103\_fibonacciNumber\_cs\_test\_1
  - ce103\_hw4\_test.UnitTest1, 41
- ce103\_fibonacciNumber\_cs\_test\_2
  - ce103\_hw4\_test.UnitTest1, 41
- ce103\_fibonacciNumber\_cs\_test\_3
  - ce103\_hw4\_test.UnitTest1, 42
- ce103\_fibonacciNumber\_importedcppcs\_test\_1
  - ce103\_hw4\_test.UnitTest1, 42
- ce103\_fibonacciNumber\_importedcppcs\_test\_2
  - ce103\_hw4\_test.UnitTest1, 42
- ce103\_fibonacciNumber\_importedcppcs\_test\_3
  - ce103\_hw4\_test.UnitTest1, 43
- ce103\_hex2bin\_cpp
  - ce103\_hw4-cpp-dll.cpp, 70
  - ce103\_hw4\_cs\_dll.Class2, 25
- ce103\_hex2bin\_cs
  - ce103\_hw4\_cs\_dll.Class1, 13
- ce103\_hex2bin\_cs\_imported
  - ce103\_hw4\_cs\_dll.Class2, 25
- ce103\_hex2bin\_cs\_test1
  - ce103\_hw4\_test.UnitTest1, 43
- ce103\_hex2bin\_cs\_test2
  - ce103\_hw4\_test.UnitTest1, 43
- ce103\_hex2bin\_cs\_test3
  - ce103\_hw4\_test.UnitTest1, 44
- ce103\_hex2bin\_imported\_test1
  - ce103\_hw4\_test.UnitTest1, 44
- ce103\_hex2bin\_imported\_test2
  - ce103\_hw4\_test.UnitTest1, 44
- ce103\_hex2bin\_imported\_test3
  - ce103\_hw4\_test.UnitTest1, 45
- ce103\_hex2bin\_importedcppcs\_test1
  - ce103\_hw4\_test.UnitTest1, 45
- ce103\_hex2bin\_importedcppcs\_test2
  - ce103\_hw4\_test.UnitTest1, 45
- ce103\_hex2bin\_importedcppcs\_test3
  - ce103\_hw4\_test.UnitTest1, 46
- ce103\_hw4\_cs\_dll, 7
- ce103\_hw4\_cs\_dll.Class1, 9
  - ce103\_bin2hex\_cs, 12
  - ce103\_fibonacciNumber\_cs, 12
  - ce103\_hex2bin\_cs, 13
  - ce103\_strcat\_cs, 14
  - ce103\_strcmp\_cs, 15
  - ce103\_strcpy\_cs, 16
  - ce103\_strlen\_cs, 17
  - ce103\_strrev\_cs, 18
- ce103\_hw4\_cs\_dll.Class2, 19
  - ce103\_bin2hex\_cpp, 22
  - ce103\_bin2hex\_cs\_imported, 22
  - ce103\_fibonacciNumber\_cpp, 23
  - ce103\_fibonacciNumber\_cs\_imported, 24
  - ce103\_hex2bin\_cpp, 25
  - ce103\_hex2bin\_cs\_imported, 25
  - ce103\_strcat\_cpp, 26
  - ce103\_strcat\_cs\_imported, 27
  - ce103\_strcmp\_cpp, 28
  - ce103\_strcmp\_cs\_imported, 29
  - ce103\_strcpy\_cpp, 29
  - ce103\_strcpy\_cs\_imported, 30
  - ce103\_strlen\_cpp, 31
  - ce103\_strlen\_cs\_imported, 31
  - ce103\_strrev\_cpp, 32
  - ce103\_strrev\_cs\_imported, 33
  - PtrToStringUtf8, 34
- ce103\_hw4\_test, 7
- ce103\_hw4\_test.UnitTest1, 36
  - ce103\_bin2hex\_cs\_test1, 37
  - ce103\_bin2hex\_cs\_test2, 37
  - ce103\_bin2hex\_cs\_test3, 38
  - ce103\_bin2hex\_imported\_test1, 38
  - ce103\_bin2hex\_imported\_test2, 38
  - ce103\_bin2hex\_imported\_test3, 39
  - ce103\_bin2hex\_importedcppcs\_test1, 39
  - ce103\_bin2hex\_importedcppcs\_test2, 39
  - ce103\_bin2hex\_importedcppcs\_test3, 40
  - ce103\_fibonacciNumber\_cs\_imported\_test\_1, 40
  - ce103\_fibonacciNumber\_cs\_imported\_test\_2, 40
  - ce103\_fibonacciNumber\_cs\_imported\_test\_3, 41
  - ce103\_fibonacciNumber\_cs\_test\_1, 41
  - ce103\_fibonacciNumber\_cs\_test\_2, 41
  - ce103\_fibonacciNumber\_cs\_test\_3, 42
  - ce103\_fibonacciNumber\_importedcppcs\_test\_1, 42
  - ce103\_fibonacciNumber\_importedcppcs\_test\_2, 42
  - ce103\_fibonacciNumber\_importedcppcs\_test\_3, 43
  - ce103\_hex2bin\_cs\_test1, 43
  - ce103\_hex2bin\_cs\_test2, 43
  - ce103\_hex2bin\_cs\_test3, 44
  - ce103\_hex2bin\_imported\_test1, 44
  - ce103\_hex2bin\_imported\_test2, 44
  - ce103\_hex2bin\_imported\_test3, 45
  - ce103\_hex2bin\_importedcppcs\_test1, 45
  - ce103\_hex2bin\_importedcppcs\_test2, 45
  - ce103\_hex2bin\_importedcppcs\_test3, 46
  - ce103\_strcat\_cs\_imported\_test\_1, 46
  - ce103\_strcat\_cs\_imported\_test\_2, 46
  - ce103\_strcat\_cs\_imported\_test\_3, 47
  - ce103\_strcat\_cs\_test\_1, 47
  - ce103\_strcat\_cs\_test\_2, 47
  - ce103\_strcat\_cs\_test\_3, 48
  - ce103\_strcat\_importedcppcs\_test\_1, 48
  - ce103\_strcat\_importedcppcs\_test\_2, 48
  - ce103\_strcat\_importedcppcs\_test\_3, 49
  - ce103\_strcmp\_cs\_imported\_test\_1, 49
  - ce103\_strcmp\_cs\_imported\_test\_2, 49
  - ce103\_strcmp\_cs\_imported\_test\_3, 50

- ce103\_strcmp\_cs\_test\_1, [50](#)
- ce103\_strcmp\_cs\_test\_2, [50](#)
- ce103\_strcmp\_cs\_test\_3, [51](#)
- ce103\_strcmp\_importedcppcs\_test\_1, [51](#)
- ce103\_strcmp\_importedcppcs\_test\_2, [51](#)
- ce103\_strcmp\_importedcppcs\_test\_3, [52](#)
- ce103\_strcpy\_cs\_imported\_test\_1, [52](#)
- ce103\_strcpy\_cs\_imported\_test\_2, [52](#)
- ce103\_strcpy\_cs\_imported\_test\_3, [53](#)
- ce103\_strcpy\_cs\_test\_1, [53](#)
- ce103\_strcpy\_cs\_test\_2, [53](#)
- ce103\_strcpy\_cs\_test\_3, [54](#)
- ce103\_strcpy\_importedcppcs\_test\_1, [54](#)
- ce103\_strcpy\_importedcppcs\_test\_2, [54](#)
- ce103\_strcpy\_importedcppcs\_test\_3, [55](#)
- ce103\_strlen\_cs\_imported\_test\_1, [55](#)
- ce103\_strlen\_cs\_imported\_test\_2, [55](#)
- ce103\_strlen\_cs\_imported\_test\_3, [56](#)
- ce103\_strlen\_cs\_test\_1, [56](#)
- ce103\_strlen\_cs\_test\_2, [56](#)
- ce103\_strlen\_cs\_test\_3, [57](#)
- ce103\_strlen\_importedcppcs\_test\_1, [57](#)
- ce103\_strlen\_importedcppcs\_test\_2, [57](#)
- ce103\_strlen\_importedcppcs\_test\_3, [58](#)
- ce103\_strrev\_cs\_imported\_test\_1, [58](#)
- ce103\_strrev\_cs\_imported\_test\_2, [58](#)
- ce103\_strrev\_cs\_imported\_test\_3, [59](#)
- ce103\_strrev\_cs\_test\_1, [59](#)
- ce103\_strrev\_cs\_test\_2, [59](#)
- ce103\_strrev\_cs\_test\_3, [60](#)
- ce103\_strrev\_importedcppcs\_test\_1, [60](#)
- ce103\_strrev\_importedcppcs\_test\_2, [60](#)
- ce103\_strrev\_importedcppcs\_test\_3, [61](#)
- ce103\_strcat\_cpp
  - ce103-hw4-cpp-dll.cpp, [70](#)
  - ce103\_hw4\_cs\_dll.Class2, [26](#)
- ce103\_strcat\_cs
  - ce103\_hw4\_cs\_dll.Class1, [14](#)
- ce103\_strcat\_cs\_imported
  - ce103\_hw4\_cs\_dll.Class2, [27](#)
- ce103\_strcat\_cs\_imported\_test\_1
  - ce103\_hw4\_test.UnitTest1, [46](#)
- ce103\_strcat\_cs\_imported\_test\_2
  - ce103\_hw4\_test.UnitTest1, [46](#)
- ce103\_strcat\_cs\_imported\_test\_3
  - ce103\_hw4\_test.UnitTest1, [47](#)
- ce103\_strcat\_cs\_test\_1
  - ce103\_hw4\_test.UnitTest1, [47](#)
- ce103\_strcat\_cs\_test\_2
  - ce103\_hw4\_test.UnitTest1, [47](#)
- ce103\_strcat\_cs\_test\_3
  - ce103\_hw4\_test.UnitTest1, [48](#)
- ce103\_strcat\_importedcppcs\_test\_1
  - ce103\_hw4\_test.UnitTest1, [48](#)
- ce103\_strcat\_importedcppcs\_test\_2
  - ce103\_hw4\_test.UnitTest1, [48](#)
- ce103\_strcat\_importedcppcs\_test\_3
  - ce103\_hw4\_test.UnitTest1, [49](#)
- ce103\_strcmp\_cpp
  - ce103-hw4-cpp-dll.cpp, [70](#)
  - ce103\_hw4\_cs\_dll.Class2, [28](#)
- ce103\_strcmp\_cs
  - ce103\_hw4\_cs\_dll.Class1, [15](#)
- ce103\_strcmp\_cs\_imported
  - ce103\_hw4\_cs\_dll.Class2, [29](#)
- ce103\_strcmp\_cs\_imported\_test\_1
  - ce103\_hw4\_test.UnitTest1, [49](#)
- ce103\_strcmp\_cs\_imported\_test\_2
  - ce103\_hw4\_test.UnitTest1, [49](#)
- ce103\_strcmp\_cs\_imported\_test\_3
  - ce103\_hw4\_test.UnitTest1, [50](#)
- ce103\_strcmp\_cs\_test\_1
  - ce103\_hw4\_test.UnitTest1, [50](#)
- ce103\_strcmp\_cs\_test\_2
  - ce103\_hw4\_test.UnitTest1, [50](#)
- ce103\_strcmp\_cs\_test\_3
  - ce103\_hw4\_test.UnitTest1, [51](#)
- ce103\_strcmp\_importedcppcs\_test\_1
  - ce103\_hw4\_test.UnitTest1, [51](#)
- ce103\_strcmp\_importedcppcs\_test\_2
  - ce103\_hw4\_test.UnitTest1, [51](#)
- ce103\_strcmp\_importedcppcs\_test\_3
  - ce103\_hw4\_test.UnitTest1, [52](#)
- ce103\_strcpy\_cpp
  - ce103-hw4-cpp-dll.cpp, [70](#)
  - ce103\_hw4\_cs\_dll.Class2, [29](#)
- ce103\_strcpy\_cs
  - ce103\_hw4\_cs\_dll.Class1, [16](#)
- ce103\_strcpy\_cs\_imported
  - ce103\_hw4\_cs\_dll.Class2, [30](#)
- ce103\_strcpy\_cs\_imported\_test\_1
  - ce103\_hw4\_test.UnitTest1, [52](#)
- ce103\_strcpy\_cs\_imported\_test\_2
  - ce103\_hw4\_test.UnitTest1, [52](#)
- ce103\_strcpy\_cs\_imported\_test\_3
  - ce103\_hw4\_test.UnitTest1, [53](#)
- ce103\_strcpy\_cs\_test\_1
  - ce103\_hw4\_test.UnitTest1, [53](#)
- ce103\_strcpy\_cs\_test\_2
  - ce103\_hw4\_test.UnitTest1, [53](#)
- ce103\_strcpy\_cs\_test\_3
  - ce103\_hw4\_test.UnitTest1, [54](#)
- ce103\_strcpy\_importedcppcs\_test\_1
  - ce103\_hw4\_test.UnitTest1, [54](#)
- ce103\_strcpy\_importedcppcs\_test\_2
  - ce103\_hw4\_test.UnitTest1, [54](#)
- ce103\_strcpy\_importedcppcs\_test\_3
  - ce103\_hw4\_test.UnitTest1, [55](#)
- ce103\_strlen\_cpp
  - ce103-hw4-cpp-dll.cpp, [71](#)
  - ce103\_hw4\_cs\_dll.Class2, [31](#)
- ce103\_strlen\_cs
  - ce103\_hw4\_cs\_dll.Class1, [17](#)
- ce103\_strlen\_cs\_imported
  - ce103\_hw4\_cs\_dll.Class2, [31](#)
- ce103\_strlen\_cs\_imported\_test\_1

- ce103\_hw4\_test.UnitTest1, [55](#)
- ce103\_strlen\_cs\_imported\_test\_2
  - ce103\_hw4\_test.UnitTest1, [55](#)
- ce103\_strlen\_cs\_imported\_test\_3
  - ce103\_hw4\_test.UnitTest1, [56](#)
- ce103\_strlen\_cs\_test\_1
  - ce103\_hw4\_test.UnitTest1, [56](#)
- ce103\_strlen\_cs\_test\_2
  - ce103\_hw4\_test.UnitTest1, [56](#)
- ce103\_strlen\_cs\_test\_3
  - ce103\_hw4\_test.UnitTest1, [57](#)
- ce103\_strlen\_importedcppcs\_test\_1
  - ce103\_hw4\_test.UnitTest1, [57](#)
- ce103\_strlen\_importedcppcs\_test\_2
  - ce103\_hw4\_test.UnitTest1, [57](#)
- ce103\_strlen\_importedcppcs\_test\_3
  - ce103\_hw4\_test.UnitTest1, [58](#)
- ce103\_strrev\_cpp
  - ce103-hw4-cpp-dll.cpp, [71](#)
  - ce103\_hw4\_cs\_dll.Class2, [32](#)
- ce103\_strrev\_cs
  - ce103\_hw4\_cs\_dll.Class1, [18](#)
- ce103\_strrev\_cs\_imported
  - ce103\_hw4\_cs\_dll.Class2, [33](#)
- ce103\_strrev\_cs\_imported\_test\_1
  - ce103\_hw4\_test.UnitTest1, [58](#)
- ce103\_strrev\_cs\_imported\_test\_2
  - ce103\_hw4\_test.UnitTest1, [58](#)
- ce103\_strrev\_cs\_imported\_test\_3
  - ce103\_hw4\_test.UnitTest1, [59](#)
- ce103\_strrev\_cs\_test\_1
  - ce103\_hw4\_test.UnitTest1, [59](#)
- ce103\_strrev\_cs\_test\_2
  - ce103\_hw4\_test.UnitTest1, [59](#)
- ce103\_strrev\_cs\_test\_3
  - ce103\_hw4\_test.UnitTest1, [60](#)
- ce103\_strrev\_importedcppcs\_test\_1
  - ce103\_hw4\_test.UnitTest1, [60](#)
- ce103\_strrev\_importedcppcs\_test\_2
  - ce103\_hw4\_test.UnitTest1, [60](#)
- ce103\_strrev\_importedcppcs\_test\_3
  - ce103\_hw4\_test.UnitTest1, [61](#)
- fiBinLen
  - ce103-hw4-c-dll.h, [68](#)
  - ce103-hw4-cpp-dll.h, [73](#)
- fiHexLen
  - ce103-hw4-c-dll.h, [68](#)
  - ce103-hw4-cpp-dll.h, [73](#)
- fiRhs
  - ce103-hw4-c-dll.h, [68](#)
  - ce103-hw4-cpp-dll.h, [73](#)
- fiSource
  - ce103-hw4-c-dll.h, [68](#)
  - ce103-hw4-cpp-dll.h, [73](#)
- fiSrc
  - ce103-hw4-c-dll.h, [68](#)
  - ce103-hw4-cpp-dll.h, [73](#)
- foBin
  - ce103-hw4-c-dll.h, [68](#)
  - ce103-hw4-cpp-dll.h, [73](#)
- foHex
  - ce103-hw4-c-dll.h, [69](#)
  - ce103-hw4-cpp-dll.h, [73](#)
- PtrToStringUtf8
  - ce103\_hw4\_cs\_dll.Class2, [34](#)
- WIN32\_LEAN\_AND\_MEAN
  - ce103-hw4-c-dll.h, [67](#)