Computer Science & Engineering Department I. I. T. Kharagpur

Compilers Laboratory: CS39003

3rd Year CSE: 5th Semester

Assignment - 2: Creating Library Marks: 10 Assign Date: 28^{th} July, 2014 Submit Date: 23:55, 11^{th} August, 2014

- 1. Write a C program consisting of the following functions to create a *library*. You cannot use any standard library function. You have to use in-line assembly language program of x86 along with int \$128 (software interrupt) for GCC assembler.
 - int prints(char *) prints a string of characters. The parameter is terminated by '\0'. The return value is the number of characters printed.
 - int printi(int n) prints the integer value of n (no newline). It returns the number of characters printed.
 - int readi(int *eP) reads an integer (signed) and returns it. The parameter is for error (ERR = 1, OK = 0).
 - int readf(float *fP) reads a floating point number in '%f' format e.g. -123.456. Caller get the value through the pointer parameter. The return value is ERR or OK.
 - int printd(float f) prints the floating point number passed as parameter. Returns the number of characters printed.

The header file myl.h is as follows:

```
#ifndef _MYL_H
#define _MYL_H
#define ERR 1
#define OK 0
int prints(char *);
int printi(int);
int readi(int *eP); // *eP is for error, if the input is not an integer
int readf(float *); // return value is error or OK
int printf(float);
int prints(char *);
#endif
```

2. Name of your .c file should be ass2_roll.c. Only header file you include is #include "myl.h". It should not contain the function main(). Write your main() (in a separate file) to test your library. Do not change the supplied header file.