CS240 Lab3

Maninder (Kaurman) Kaur

July 9, 2025

Question 3

After copying what was in the previous dir, I modified readinput.c to use scanf() for reading input and used strlen() to determine the length of the input string. Like before, it returns the exact amount, - the null terminator.

Question 4

This is what I decided to do for v14: I made all fucntion prototypes in the headerfile and included them in each file. The global variable inpfilename is used across all files. If there is an error like if there is no file of name or if it goes more than the specified length, there is an error message. checkprops.c reads the file byte by byte, counting non-ASCII charecters and adding to count.

Question 5

Glbal variables are better because you can access across multiple functions easily, and reduces the amount of confusion you get from argument passing. When I made inputstr global, this can make it harder to see where an issue with the variable happens because multiple other functions are also using it. This also means it more important to make sure there is no overwriting when a array is global and not so much when local, because the local's scope is to the function itself.