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September 13, 2023

Assignment 1: Imperative Programming in C

On this assignment, the first part I encountered difficulty was simply allocating the memory to the heap for the 2D array. I am used to how easy it is in languages like Java, and it took a while to figure out the specifics of using malloc for the rows, then looping through each column. After that, figuring out how to use functions like fwrite, fread, fprintf and fscanf was not too difficult with the help of Linux man pages. The PGM file format is pretty simple to understand, and also the rest of the functions were straight-forward to implement.

Rotating twice simply gave us the original image, because the way we are rotating is simply by swapping the rows and pixels of columns. Doing this once makes the image turn 90 degrees counter clockwise, but doing it twice just reverses it.

I did not use logic from TAs or peers, but I did look at the example on Canvas for allocating memory for a 2D array. Also, I read online the difference between using the dot operator and the arrow operator on a struct.

