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prithvikannan fixed tr2u and ran scripts to test

b281414 on Oct 31

[1 contributor](#)

Raw Blame History



107 lines (85 sloc) 4.3 KB

```

1 1. wrote tr2b.c
2 I learned that in C the input count is passed in as an int argc and the inputs
3 are passed in as a char pointer argv. First I checked the input values to make
4 sure they were correct by checking if exactly 3 operands were given and that the
5 from and to string were the same length.
6
7 Then I verified that there were no duplicate letters, and built my dictionary
8 between the letters to translate.
9
10 Next I used getChar() to read a character, and if I had a translation for that
11 letter, I would apply it and use putChar(). Otherwise, I would just use
12 putChar() and go to the next character.
13
14 To compile, I used: gcc -std=c11 tr2b.c -o tr2b
15
16 2. wrote tr2u.c
17 Similar to tr2b.c, I started with input checking and then moved to creating my
18 dictionary.
19
20 However, instead of using getChar() and putChar(), I used a temporary buffer of
21 size 1 and the read() command to take in a single character. Then I would check
22 if that character could be translated and translate if necessary and then output
23 using the write() command.
24
25 To compile, I used: gcc -std=c11 tr2u.c -o tr2u
26
27 3. testing
28
29 man head
30     Looked at the documentation for head, which takes the first x bytes of a
31     file when used with the --bytes flag.
32 head --bytes=5000000 /dev/urandom > tester.txt
33     ran this script to create a random file of 5000000 bytes.
34
35 man strace
36     Looked at the documentation of strace, realized that I needed to pass
37     -c flag for easy counting.
38
39 strace -c ./tr2b 'A' 'B' < tester.txt > result_b.txt
40 strace -c ./tr2u 'A' 'B' < tester.txt > result_u.txt
41     Ran strace on buffered and unbuffered tr commands on my test input file.
42     I set from to 'A' and to to 'B' arbitrarily, and piped the outputs to files.
43
44 tr2b:
45 % time      seconds  usecs/call   calls   errors syscall
46 -----
47 0.00      0.000000         0        2         read
48 0.00      0.000000         0        1         write
49 0.00      0.000000         0        2         open
50 0.00      0.000000         0        2         close
51 0.00      0.000000         0        4         fstat

```

```

52 0.00 0.000000 0 10 mmap
53 0.00 0.000000 0 3 mprotect
54 0.00 0.000000 0 1 munmap
55 0.00 0.000000 0 1 brk
56 0.00 0.000000 0 1 1 access
57 0.00 0.000000 0 1 execve
58 0.00 0.000000 0 1 arch_prctl
59 -----
60 100.00 0.000000 29 1 total
61
62

```

```

63 tr2u:
64 % time seconds usecs/call calls errors syscall
65 -----
66 56.25 0.484831 0 5000000 write
67 43.75 0.377132 0 5000002 read
68 0.00 0.000000 0 2 open
69 0.00 0.000000 0 2 close
70 0.00 0.000000 0 2 fstat
71 0.00 0.000000 0 8 mmap
72 0.00 0.000000 0 3 mprotect
73 0.00 0.000000 0 1 munmap
74 0.00 0.000000 0 1 brk
75 0.00 0.000000 0 1 1 access
76 0.00 0.000000 0 1 execve
77 0.00 0.000000 0 1 arch_prctl
78 -----
79 100.00 0.861963 10000024 1 total
80
81

```

```
82 strace -c ./tr2b 'A' 'B' < tester.txt
```

```
83 strace -c ./tr2u 'A' 'B' < tester.txt
```

```
84 Ran strace on buffered and unbuffered tr commands on my test input file.
```

```
85 I set from to 'A' and to to 'B' arbitrarily, and had it output to the
86 terminal.
```

```
87
88 I got 29 system calls for tr2b and 10000024 for tr2u, just as above.
```

92 4. timing the runs

```
93 time ./tr2b 'A' 'B' < tester.txt > result_b.txt
```

```
94 time ./tr2u 'A' 'B' < tester.txt > result_u.txt
```

```
95 Use the time command to keep track of how long the process took to run tr
96 buffered and unbuffered.
```

```
98 tr2b:
```

```
99 real 0m0.004s
```

```
100 user 0m0.000s
```

```
101 sys 0m0.002s
```

```
103 tr2u:
```

```
104 real 0m9.232s
```

```
105 user 0m1.377s
```

```
106 sys 0m7.813s
```