

```
Q1) #include <assert.h>
#include <ctype.h>
#include <limits.h>
#include <math.h>
#include <stdbool.h>
#include <stddef.h>
#include <stdint.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

char* readline();
char* ltrim(char*);
char* rtrim(char*);
char** split-string(char*);

int minimumAverage(int customer_rows, int customer_cols,
int** customers)

int main()
{
    FILE* fptr = fopen("getenv("Output-Path")", "w");
    int n = parse-int(ltrim(rtrim(readline())));
    int** customers = malloc(n * size_of(int));

    for (int i = 0; i < n; i++)
        *(customers + i) = malloc(2 * (size_of(int)));
    char customers_item_temp = split-string
    (ltrim(readline()));
    for (int j = 0; j < 2; j++)
        int customers_item = parse-int(*(customers_item_temp + j));
```



```

    (* (wsummers + i) + j) = wsummers - item;
    int result = minimum average (n, 2, wsummers);
    fprintf (fpth, "%d\n", result);
    fclose (fpth);
    return 0;
}

```

```

char * readline()
{

```

```

    size_t alloc_length = 1024;
    size_t data_length = 0;

```

```

    char * data = malloc (alloc_length);

```

```

    while (true)
    {

```

```

        char * cursor = data + data_length;
        char * line = fgets (cursor, alloc_length -
                             data_length, stdin);

```

```

        if (! line) {
            break;

```

```

        }

```

```

        data_length += strlen (cursor);

```

```

        if (data_length < alloc_length - 1 || data[data_length
            - 1] != '\n') {

```

```

            break;

```

```

        }
    }
}

```



```
if (data[data_length - 1] == '\n') {  
    data[data_length - 1] = '\0';
```

```
    data = realloc(data, data_length);
```

```
    if (!data) {  
        data = '\0';
```

```
    }
```

```
}
```

```
else {
```

```
    data = realloc(data, data_length + 1);
```

```
    if (!data) {  
        data = '\0';
```

```
    }
```

```
else {
```

```
    data[data_length] = '\0';
```

```
}
```

```
}
```

```
return data;
```

```
}
```

```
char * trim(char * str) {
```

```
    if (!str) {  
        return '\0';
```

```
    }
```

```
    if (!*str) {  
        return str;
```

```
    }
```

```
    while (*str != '\0' && isspace(*str)) {  
        str++;
```

```
    }
```

```
    return str;
```