Project 7

1. (60 points) Write a program that takes two sets of characters entered by the user and merge them character by character.

```
Enter the first set of characters: \underline{\text{dfn h ate}} Enter the second set of characters: \underline{\text{eedtecsl}} Output: defend the castle
```

Your program should include the following function:

```
void merge(char *s3, const char *s1, const char *s2);
```

The function expects \$3\$ to point to a string containing a string that combines \$1\$ and \$2\$ letter by letter. The first set might be longer or shorter than the second set. The characters in \$1\$ or \$2\$ left after merging should be appended to the resulting string \$3\$.

- 1) Assume each input is no longer than 1000 characters.
- 2) The merge function should use pointer arithmetic (instead of array subscripting). In other words, eliminate the loop index variables and all use of the [] operator in the function.
- 3) To read a line of text, use the read_line function (the pointer version) in the lecture notes.
- 2. (40 points) Write a program that sort its command-line arguments of 10 numbers, which are assumed to be integers. The first command-line argument indicate whether the sorting is in descending order (-d) or ascending order (-a), if the user enters an invalid option, the program should display an error message. Example runs of the program:

```
./sort -a 5 2 92 424 53 42 8 12 23 41 output: 2 5 8 12 23 41 42 53 92 424
./sort -d 5 2 92 424 53 42 8 12 23 41 output: 424 92 53 42 41 23 12 8 5 2
```

- 1) Use the selection_sort function provided for project 6. Create another function that's similar but sorts in descending order.
- 2) Use string library functions to process the first command line argument.
- 3) Use atoi function in <stdlib.h> to convert a string to integer form.
- 4) Compile the program to generate the executable as sort: gcc -Wall -o sort command sort.c

Before you submit:

1. Compile with –Wall. Be sure it compiles on *circe* with no errors and no warnings.

```
gcc -Wall merge.c
gcc -Wall -o sort command_sort.c
```

2. Be sure your Unix source file is read & write protected. Change Unix file permission on Unix:

```
chmod 600 merge.c chmod 600 command sort.c
```

3. Test your program with the shell scripts on Unix:

```
chmod +x try_merge
./try_merge

chmod +x try_command_sort
./try_command_sort
```

Total points: 100 (problem 1: 60 points, problem 2: 40 points)

- 1. A program that does not compile will result in a zero.
- 2. Runtime error and compilation warning 5%
- 3. Commenting and style 15%
- 4. Functionality 80%

Programming Style Guidelines

The major purpose of programming style guidelines is to make programs easy to read and understand. Good programming style helps make it possible for a person knowledgeable in the application area to quickly read a program and understand how it works.

- 1. Your program should begin with a comment that briefly summarizes what it does. This comment should also include your **name**.
- 2. In most cases, a function should have a brief comment above its definition describing what it does. Other than that, comments should be written only *needed* in order for a reader to understand what is happening.

- 3. Information to include in the comment for a function: name of the function, purpose of the function, meaning of each parameter, description of return value (if any), description of side effects (if any, such as modifying external variables)
- 4. Variable names and function names should be sufficiently descriptive that a knowledgeable reader can easily understand what the variable means and what the function does. If this is not possible, comments should be added to make the meaning clear.
- 5. Use consistent indentation to emphasize block structure.
- 6. Full line comments inside function bodies should conform to the indentation of the code where they appear.
- 7. Macro definitions (#define) should be used for defining symbolic names for numeric constants. For example: **#define PI 3.141592**
- 8. Use names of moderate length for variables. Most names should be between 2 and 12 letters long.
- 9. Use underscores to make compound names easier to read: tot_vol or total volumn is clearer than totalvolumn.