OST LAB Lab 4

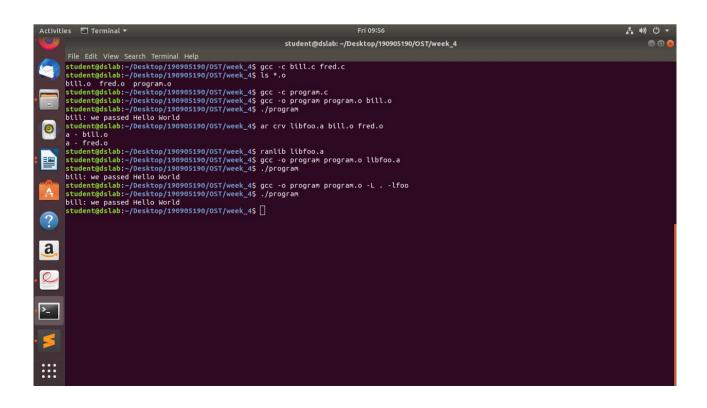
Q1)

```
Code:
#include <stdio.h>
#include <stdlib.h>

int main()
{
         printf("Hello World\n");
         exit(0);
}
```

```
Code:
```

```
"fred.c"
#include <stdio.h>
void fred(int arg)
{
       printf("fred: we passed %d\n", arg);
}
"bill.c"
#include <stdio.h>
void bill(char *arg)
       printf("bill: we passed %s\n", arg);
}
"program.c"
#include <stdlib.h>
#include "lib.h"
int main()
       bill("Hello World");
       return 0;
}
"lib.h"
void bill(char *);
void fred(int);
```



```
Code:
"program2.c"
#include <stdio.h>
#include <stdlib.h>
#include "stack.h"
#define MAX_STACK_SIZE 10
int main()
{
       push(2);
       push(3);
       push(4);
       int it = pop();
       display();
       it = pop();
       display();
       // printf("\n");
       return 0;
}
"stack.c"
#include <stdio.h>
#include <stdlib.h>
#include "stack.h"
#define MAX_STACK_SIZE 10
int top = -1;
int stack[MAX_STACK_SIZE];
void push(int item)
{
       if (top >= MAX_STACK_SIZE - 1)
       {
              stackFull();
       stack[++top] = item;
       display();
}
int pop()
{
       if(top == -1){
              stackEmpty();
              exit(0);
       return stack[top--];
}
void stackFull()
       printf("Stack Full\n");
```

```
Q4)
```

```
Code:
```

```
"main.c"
#include <stdlib.h>
#include "a.h"
extern void function_two();
extern void function_three();
int main()
{
       function_two();
       function_three();
       exit(EXIT_SUCCESS);
"2.c"
#include "a.h"
#include "b.h"
void function_two()
"3.c"
#include "b.h"
#include "c.h"
void function_three()
}
```

Q5)

Code: "makefile2"

```
all: myapp
# Which compiler
CC = gcc

# Where are include files kept
INCLUDE = .
# Options for development
CFLAGS = -g -Wall -ansi

myapp: main.o 2.o 3.o
$(CC) -o myapp main.o 2.o 3.o
main.o: main.c a.h
$(CC) -I $(INCLUDE) $(CFLAGS) -c main.c
2.o: 2.c a.h b.h
$(CC) -I $(INCLUDE) $(CFLAGS) -c 2.c
3.o: 3.c b.h c.h
$(CC) -I $(INCLUDE) $(CFLAGS) -c 3.c
```

