Project 11, Program Design

- 1. (60 points) Modify project 10 by adding and modifying the following functions:
 - 1) Add a delete_from_list function in dogs.c that deletes a dog from the list. The function should delete by the dog's patient number. The dog's patient number will be entered by the user. The function should have the following prototype:

```
struct dog* delete_from_list(struct dog *dogs);
```

You will also need to add the function prototype to the header file; modify the main function in records.c to add 'd' for delete option in the menu and it calls the delete function when the 'd' option is selected.

- 2) Modify the append function so the dog is inserted into an ordered list (by dog name and owner last name) and the list remains ordered after the insertion. For example, a dog named Buddy with owner's last name White should be after Buddy with owner's last name Martin but before a dog named Max with owner's last name White in the list.
- 2. (40 points) Write a program sort_commands.c that sorts a series of words as command-line arguments. For example, running the program by typing

```
./inOrder hello darkness my old friend
```

should produce the following output:

```
darkness friend hello my old
```

Sort the array of strings from the command line using qsort and then print the words in a sorted order. Note: the array of string to be sorted should not include the program name such as ./a.out or ./inOrder.

Total points: 100 (60 points for part 1 and 40 points for part 2)

- 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%:
 - a. Implementation meets the requirement.
 - b. Using the malloc and free function properly.

Before you submit

- 1. (part 1) Compile with makefile. Be sure it compiles with no errors and no warnings.
- 2. (part 1) Test your program with script *try_dogs* (It's updated for project 11)

```
chmod +x try_dogs
./try_dogs
```

3. (part 2) Compile your program with the following command:

```
gcc -Wall -o inOrder sort_commands.c
```

4. (part 2) Test your program with *try_words* program to test part 2.

```
chmod +x try_words
./try_words
```

- 5. Your source files should be read & write protected. Change file permission on Unix using chmod 600.
- 6. Submit all the source files, header files, and makefile for part 1 and *sort_commands.c* for part 2 on Canvas.

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.