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The code will crash at line 16 because of the run time error posed when the loop is initialized with i =0(division by zero error)

The code has a compile-time error, a missing semicolon at line 7 after the variable count declaration. Also, there is at least one run-time error, a division by zero error that will occur when i = 0.

- Differentiating compile time error and run time error:

Compile-time errors are errors that occur during the compilation (translation) of the source code into machine code. They correspond to syntax of code while run-time errors are errors that occur while the program is running.

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The issue with the program is a design flaw. The program is supposed to sort the list from smallest to largest each time a new number is entered. However, it is sorting from largest to smallest.

The problem is with the selection of the index of the smallest number. In the code, the index of the smallest number is being found by comparing each element of the array with the current smallest element. If an element is found that is smaller than the current smallest element, then the index of that element is stored as the index of the smallest element.

However, the swapping is being done with the current element and the smallest element. This causes the program to sort the list from largest to smallest instead of smallest to largest.

To fix this, the index of the largest element should be stored, and the swapping should be done with the current element and the largest element.

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- 3. During the writing and compiling of a program, what two steps must be taken to make use of a library
 - Include the library header files: The library header files contain declarations for the functions, classes, or variables that are provided by the library. These declarations allow the compiler to check that the program is using the library correctly. To use a library in a program, the header files for that library must be included in the program code.
 - Link against the library: Linking is the process of combining object files generated by the compiler into a single executable file. During the linking process, the linker must be able to find the compiled library code and link it into the program. This is usually done by specifying the library name on the command line or in the project settings of the development environment. The linker then combines the compiled code from the program with the compiled code from the library to produce the final executable file that can be run on the target system.

4.

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5. What is a system call? For what are system calls used?

A system call is a request made by a program or process to the operating system (OS) kernel to perform a specific task or service on behalf of the requesting process. It is a way for a program to access services provided by the underlying operating system, such as file operations, network communication, and memory management.

System calls are used to allow user programs to interact with the kernel and access system resources such as hardware devices, file systems, and network sockets. By making system calls, programs can request the kernel to perform operations on their behalf, such as opening and closing files, allocating memory, reading and writing data to files, and creating new processes.

System calls provide a standardized interface between user programs and the underlying operating system, which allows programs to be written independently of the specific hardware and software platform on which they are running.

