```
# include (stdio.h>
# include (stdio.h>
# include (stdlib.h>
int main (char argc, char * argv[]) {
    float atargc-1], i, sum = 0;
    for (i=1; i< argc; i++) {
        ati-1] = atof(argv[i]);
        sum+= ati-1];
    }
    printf("有前性的资本*:%f", sum);
    return o
```

```
# include < stdio. h>
# include < stalib. h >
     make (int xxp, int m, int n) {
void
      int i, j;
      srand (time (NULL));
     tor(i=0; i< m; i++)
        tor (j=0; j<n; j++)
           P[1][j]= rand ()% 100;
     print (int **p, int m, int n) {
     int inj;
     prmtf("在成的二维数组如下\n");
     for ( i=0 , i< m, i++ ) {
         tor (j=0,j<n,j++)
            printf ("%d\t", & P[i][j]).
         print ("\n");
   main (){
int
    int m,n, xxp
    print(("清輪) 二作数组的行数:");
    scant ("%d", &m);
    print(("清輪)、二作數但的列数:");
    scant ("%d",&n);
```

```
P= (int ++) malloc (m+size of (int +));
 i+(!p){
    printf(" 空间不足");
    exit(1);
tor (i=0; icm; i++){
    *(p+i) = (int *) malloc(n*size of (int));
    i+ (!(p+i)) {
        printf(" 空间不是");
        exit(1);
make (p, m,n);
print (p, m, n);
tor(i=0;i<m;i++)
   free (*(p+i))
tree (p)
return o
```

```
# include <stdio.h>
struct node (
     int num;
     Struct node *next;
};
Struct node * Create List (void) {
     struct node * head = NULL, *p;
     int num;
     printf("输入数据,输入0对信赖键:");
     scant ("%d", num);
     while (!num){
         P= (struct node *) malloc (size of (struct node));
         P -> num = num;
         P - > next = head;
         head = p;
         print+("输入数据,输入0对信赖键:");
         scant ("%d", num);
     return num;
void print (int + head) {
    int *p=head;
    while (p->next!= NULL)
       print ("%d\n", p-> num);
```

```
int main (){
    struct node *P
    P = CreateList();
    print(p);
    return 0;
}
```