Processing Text and Files (using Standard C Library functions)

1. Consider the following program the exemplifies the use of the main function in its most general form in C.

```
int main (int argc, char* argv[]) {
  printf("# arguments = %d\n", argc - 1);
  printf("the command arguments are: %s\n", argv[0]);
  for (int i = 1; i < argc; i++)
    printf("argv[%d]=%s\n", i, argv[i]);
  return 0;
}
Compile the program and try it with the following commands:
$ gcc -Wall maintest.c -o maintest
$ ./maintest
$ ./maintest mercury
$ ./maintest mercury venus
$ ./maintest mercury venus earth
$ ./maintest mercury venus earth mars
The type of the main function is:
int main (int argc, char* argv[])
```

#include <stdio.h>

Here argc is the number of strings in the command line and argv is a vector that stores all those strings (e.g., in the second example, argv[0] = "./maintest" and argv[1] = "mercury"). This form of the main function is very useful as it allows the programmer to pass values to the application without using I/O functions such as scanf.

2. Consider the following program that takes two strings from the command line (argv[1] e argv[2]) and manipulates them with the *string* subset of the Standard C Library (clib) API. Compile it and try it.

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#define MAX_SIZE 64
int main(int argc, char* argv[]) {
  char* p1 = (char*)malloc(MAX_SIZE * sizeof(char));
  char* p2 = (char*)malloc(MAX_SIZE * sizeof(char));
  int result = strcmp(argv[1], argv[2]);
  if (result == 0)
    printf("the strings are the same\n");
  else if (result < 0)</pre>
    printf("%s < %s\n", argv[1], argv[2]);</pre>
    printf("%s > %s\n", argv[1], argv[2]);
  strcpy(p1, argv[1]);
  strcpy(p2, argv[2]);
  printf("p1 holds:%s\n", p1);
  printf("p2 holds:%s\n", p2);
  strcat(p1,p2);
  printf("p1 holds:%s\n", p1);
  strcat(p2,p1);
  printf("p2 holds:%s\n", p2);
  exit(EXIT_SUCCESS);
}
```

Note: what happens if the size of argv[1] exceeds MAX_SIZE? Where in the program would it first become a problem? How could you avoid this problem? Can you identify other places in the program where the size of the buffer (p1 or p2) may be problematic?

Run the command man 3 string to see the full set of functions in this API. Based on this example, write a program that:

- gets a string from the command line and transforms it into an equivalent string but in lowercase:
- gets two strings from the command line and indicates whether the first occurs within the second;

• gets two strings from the command line and indicates how many times the first occurs in the second.

Suggestion: do man tolower and man toupper to see clib functions that may be relevant.

3. Consider the following program that opens a file whose name is given as an argument (argv[1] in the code), reads its content in blocks of BUFFER_SIZE bytes and that writes those bytes to the terminal (stdout).

```
#include <stdio.h>
#include <stdlib.h>
#define BUFFER_SIZE 1024
int main(int argc, char* argv[]) {
          file = fopen(argv[1], "r");
  FILE*
  if (file == NULL) {
     printf("error: could not open %s\n", argv[1]);
     exit(EXIT_FAILURE);
  }
  char buffer[BUFFER_SIZE];
  int nchars = fread(buffer, sizeof(char), BUFFER_SIZE, file);
  while (nchars > 0) {
     fwrite(buffer, sizeof(char), nchars, stdout);
     nchars = fread(buffer, sizeof(char), BUFFER_SIZE, file);
  }
  fclose(file);
  exit(EXIT_SUCCESS);
}
Compile the program and try it with the following commands:
$ gcc -Wall filetest.c -o filetest
$ cat > quote.txt
Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Cras gravida nisl tortor, eget vulputate lacus viverra non.
Proin pharetra gravida condimentum.
Nam imperdiet dictum placerat.
^D
$ ./filetest quote.txt
Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Cras gravida nisl tortor, eget vulputate lacus viverra non.
Proin pharetra gravida condimentum.
Nam imperdiet dictum placerat.
```

Check the system manual pages for the functions fopen, fread, fwrite and fclose and try to understand how the program works. What happens if you define BUFFER_SIZE with the value 1?

- 4. Based on the previous exercise, write a command called mycat that:
 - receives the name of a file as an argument and prints its content (this is exactly what the shell command cat when given a file name);
 - receives a sequence of file names as arguments and prints their contents in the terminal sequentially (again, this is similar to the way cat works).

```
$ gcc -Wall mycat.c -o mycat
$ cat > file1
Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Cras gravida nisl tortor, eget vulputate lacus viverra non.
Proin pharetra gravida condimentum.
Nam imperdiet dictum placerat.
^D
$ cat > file2
Sed convallis hendrerit scelerisque.
Sed sodales sagittis nulla vitae auctor.
Quisque lobortis tortor vitae ligula ullamcorper fermentum.
Aliquam interdum, metus sed rhoncus gravida,
nibh nisl porttitor tortor, in finibus mauris erat et lacus.
^D
$ cat > file3
Aliquam sit amet arcu molestie, sodales sem vitae, semper nisi.
Curabitur lacinia vel metus in aliquam.
Fusce non tellus pulvinar, tincidunt quam ac, rhoncus turpis.
^D
$ ./mycat file1
Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Cras gravida nisl tortor, eget vulputate lacus viverra non.
Proin pharetra gravida condimentum.
Nam imperdiet dictum placerat.
$ ./mycat file1 file2 file3
Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Cras gravida nisl tortor, eget vulputate lacus viverra non.
Proin pharetra gravida condimentum.
Nam imperdiet dictum placerat.
Sed convallis hendrerit scelerisque.
Sed sodales sagittis nulla vitae auctor.
```

Quisque lobortis tortor vitae ligula ullamcorper fermentum.
Aliquam interdum, metus sed rhoncus gravida,
nibh nisl porttitor tortor, in finibus mauris erat et lacus.
Aliquam sit amet arcu molestie, sodales sem vitae, semper nisi.
Curabitur lacinia vel metus in aliquam.
Fusce non tellus pulvinar, tincidunt quam ac, rhoncus turpis.

5. Write a program that receives two file names as arguments (argv[1] and argv[2] in the code) and that copies the content of the first file to the second file. If the second file does not exist yet, then it must be created. If it already exists, its contents will be overwritten. This emulates the behavior of the Bash shell command cp.

```
$ gcc -Wall mycp.c -o mycp
$ cat > file1
Lorem ipsum dolor sit amet, consectetur adipiscing elit.
^D
$ ./mycp file1 file2
$ cat file2
Lorem ipsum dolor sit amet, consectetur adipiscing elit.
$ cat > file3
Cras gravida nisl tortor, eget vulputate lacus viverra non.
^D
$ ./mycp file3 file2
$ cat file2
Cras gravida nisl tortor, eget vulputate lacus viverra non.
```

- 6. Write a program mywc that, given a text file as a command line argument, prints:
 - the number of characters in the file, if an option -c is used;
 - the number of words in the file, if an option -w is used;
 - the number of lines in the file, if an option -1 is used.

```
$ gcc -Wall mycp.c -o mycp
$ cat > file.txt
This is a test
^D
$ ./mywc -c file.txt
15
$ ./mywc -w file.txt
4
$ ./mywc -l file.txt
1
```

Compare your program to the shell command wc.

7. Write a program mygrep that, given a string and a file from the command line, prints all occurrences of the string in the file, indicating the line and column where these begin. The output would look something like:

```
$ gcc -Wall mygrep.c -o mygrep
$ ./mygrep needle haystack.txt
[2:17]
[5:2]
[23:7]
```

8*. Write a program findrepl.c that takes a list of pairs of words from the command line (in the form of findword-replword) and text input from the stdin and replaces the findword with replword, writing the output to stdout. Note that, for a pair sword-FlOwer the words to be replaced must exactly match sword and that it must be replaced with FlOwer exactly. To compile and test the program you would do something like:

```
$ gcc -Wall findrepl.c -o findrepl
$ cat > sometext.txt
Flower, stone, Grass.
Riffle, Sword, spear.
Water, Stone, fire, Air.
No sword, no riffle, no spear.
^D
$ ./findrepl sword-FlOwer stone-Earth < sometext.txt
Flower, Earth, Grass.
Riffle, Sword, spear.
Water, Stone, fire, Air.
No FlOwer, no riffle, no spear.</pre>
```