```
#include <stdio.h>
1
2
   #include <stdlib.h>
3
    #include <errno.h>
    #include <string.h>
 4
 6
    int main()
         //opens file and checks for error
8
9
        FILE *fptr;
10
         if((fptr = fopen("..//Project_Part_5//bin//Debug//Project_Part_5.exe", "rb")) == NULL)
11
12
             printf("Error opening input file\n");
13
             exit(1);
14
15
         fseek(fptr, 0, SEEK_SET);
16
17
         //variables for reading and printing
18
19
         unsigned char byte[2];
20
         char charline[16];
21
         //variables for intitializing progress through file
22
        int line = 0;
23
        int end = 0;
24
         int value;
25
        int endCursor =0;
26
         //loop till end of file
27
        while (end != 1)
28
29
             //reset default character line
30
             strcpy(charline, "....");
31
             //print offset into file
             printf("%-10.8x ", line);
32
             //loop for 16 bytes each line
33
34
             for(int cursor = 0; cursor < 16; cursor++)</pre>
3.5
36
                 //read next byte if end of file set flag
37
                 if (fread(byte, sizeof(unsigned char), 1, fptr) != 1)
38
39
                     endCursor = cursor;
40
                     cursor = 16;
41
                     end = 1;
42
                     continue;
43
44
                 //send byte to index in character line if printable
                 if (isprint (byte[0]) != 0) charline[cursor] = byte[0];
4.5
46
                 //print byte
                 printf(" %02x", byte[0]);
47
                 if(cursor == 7) printf(" ");
48
49
5.0
             //Formatting for end of file
51
             if (end == 1)
                for (int spaces = 0; spaces < 16-endCursor; spaces++)</pre>
52
                   printf(" ");
53
             //at end of 16 byte line print character line
printf(" [%s]\n", charline);
54
55
             //increment file index
             line = line + 16;
57
58
59
         //close file and exit
60
         fclose(fptr);
61
         return 0;
62
63
```