

Short Program 1: .ppm header reader

Due: Friday, Sep 2 at 11:59 pm

Overview

In this assignment you will extend the .ppm header reader skeleton so that it can read an arbitrary .ppm header. Use the following code as a starting point. The source code is in `/home/westall/class/215/assns/sp1.c`

```
/* sp1.c */

/* This is a general parser for reading ppm headers */

#include <stdio.h>
#include <malloc.h>
#include <stdlib.h>

int main()
{
    char id[3] = {0, 0, 0};
    int vals[6];
    int count = 0;
    char *buf = malloc(256);

    fgets(buf, 256, stdin);
    id[0] = buf[0];
    id[1] = buf[1];

    count = sscanf(buf + 2, "%d %d %d",
                  &vals[0], &vals[1], &vals[2]);

    printf("%s %d %d %d \n", id, vals[0], vals[1], vals[2]);
    return(0);
}
```

As indicated in the class notes, what is needed is a loop just after the existing call to `sscanf` in which `fgets()` will be called to read a new line of input into `buf` and `sscanf` will attempt to consume 3 integers from the buffer. The loop should end when a total of three integers have been placed in the `vals` array or when `fgets()` returns a value `<= 0`.

How to submit your program:

NOTE: This procedure has NOTHING in common with "handin" nor "sendlab"
Do NOT even TRY to think about how they fit into this procedure because
THEY DON'T!!

<<<Do NOT turn in any image files, core files, makefiles etc.>>>

You must turn in 1 file: sp1.c

1. From any departmental Solaris system *ssh* to workstation *jmw*
2. The submission directories lie in the directory `/local/jmw2/215/sp1` which is available ONLY IF YOU HAVE LOGGED INTO WORKSTATION *jmw*. Each student has a subdirectory of `/local/jmw2/215/sp1`. The name of your subdirectory is your userid (in the example we will assume your id is *wjsmith*).
3. copy (via the `cp` command) required file to your subdirectory in `/local/jmw2/215/sp1`

For example:

```
cp /home/wjsmith/215/sp1/sp1*.c /local/jmw2/215/sp1/wjsmith
```

Here you would (hopefully) obviously need to replace
`/home/wjsmith/215/sp1/sp1.c`
with wherever you have your program.

4. Don't modify the permissions on your subdirectory. They are set so that ONLY you can access your directory.

After you think you have turned your programs in, its a good idea to

```
cd /local/jmw2/215/sp1/wjsmith
```

and make sure your files are their and they still compile and work correctly.

I strongly recommend that you immediately copy the *sp1.c* program skeleton to your directory and then attempt to copy it to the turn in directory so that you might identify any problems before the last minute when it might be too late.