

**Purpose of this handout:**

- 1) Testing methods
- 2) Simple conditionals
- 3) Splitting a program into three files

**Basic C Program 5:**

```
/* convert_celsius_to_fahrenheit
 * purpose: Converts a temperature given in Celsius into Fahrenheit.
 * input parameters:
 *   float - the temperature in Celsius
 * return value:
 *   float - the temperature in Fahrenheit
 */
float convert_celsius_to_fahrenheit(float cel)
{
    return (cel*9.0)/5.0+32;      // must explicitly return the calculated number
}
```

```
/* test_convert
 * purpose: Helper function to test convert_celsius_to_fahrenheit
 * inputs:
 *   double Celsius - input Celsius that is to be converted
 *   double expected - the expected result (temperature in Fahrenheit)
 *   double accuracy - how close to the value to be considered correct
 * outputs:
 *   0 if incorrect, 1 if correct
 */
unsigned int test_convert(double celsius, double expected, double accuracy)
```

```
{
    double fahr;
    // call the function
    fahr = convert_celsius_to_fahrenheit(celsius);
    // check whether it matched expected results.
    // Note the range check for accuracy.
    if ((fahr >= expected - accuracy) && (fahr <= expected + accuracy))
    {
        printf("Test passed: Test celsius %lfF, expected %lfC, calculated %lfC.\n",
               celsius, expected, fahr);
        return 1;
    }
    // OR: if (!(fahr >= expected - accuracy) && (fahr <= expected + accuracy)))
    if ((fahr < expected - accuracy) || (fahr > expected + accuracy))
    {
        printf("FAILED TEST: Test celsius %lfF, expected %lfC, calculated %lfC.\n",
               celsius, expected, fahr);
        return 0;
    }
}
```

```
int main()
{
    double fahr, celsius;
    unsigned int total_tests = 0;
    unsigned int passed_tests = 0;

    // print out user information
    printf("This program converts from Celsius to Fahrenheit\n");

    // call a series of tests
    // fill in the test_convert blanks with well thought-out tests!
    passed_tests = passed_tests + test_convert(      ,      );
    total_tests++;
    passed_tests += test_convert(      ,      );
    total_tests++;
    passed_tests += test_convert(      ,      );
    total_tests++;
    passed_tests += test_convert(      ,      );
    total_tests++;

    printf("Passed %u out of %u tests\n", passed_tests, total_tests);

    // return success
    return (0);
}
```

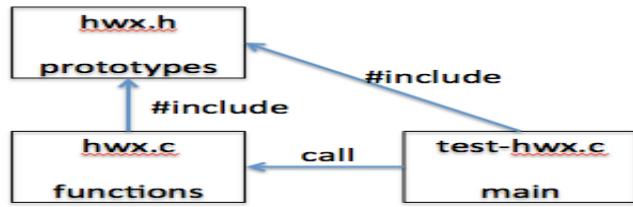
### Basic Program 5b: Showing the same code, placed in multiple files

All programs in this class will be placed in a minimum of 3 files.

test-hwx.c – contains main code that starts execution. Contains function *calls*.

hwx.c – contains function *implementations* that are called by main

hwx.h – contains function *prototypes* of all functions implemented in hwx.c



```

***** hwx.h *****
#ifndef HWX_H           // always at top of hwx.h. Compiler reads file only 1x.
#define HWX_H            // this makes prior statement false next time read.

/* convert_celsius_to_fahrenheit      // this is the required function header
 * complete function header here....
 */
float convert_celsius_to_fahrenheit(float);          // function prototype

#endif          // closes if stmt starting with #ifndef in 1st line
***** hwx.c *****
#include <stdio.h> // these are the first two lines of all .c files
#include <stdlib.h>
#include "hwx.h"
/* convert_celsius_to_fahrenheit
 * complete function header here....
 */
float convert_celsius_to_fahrenheit(float cel)
{
    return (cel*9.0)/5.0+32;        // must explicitly return the calculated number
}

***** test-hwx.c *****
/* test-hwx.c
 * purpose: illustrate how all homework will be structured (3 files)
 * same code as basic program 5, just different file structure and testing
 */
#include <stdio.h> // these are the first two lines of all .c files
#include <stdlib.h>
#include "hwx.h"   // this allows us to call functions from hwx.c
/* test_convert
 * complete function header here....
 */
unsigned int test_convert(double celsius, double expected, double accuracy)
{
    double fahr;
    // calculate the temperature
    fahr = convert_celsius_to_fahrenheit(celsius);
  
```

```

// check whether it matched. Note the range check for accuracy.
if ((fahr >= expected - accuracy) && (fahr <= expected + accuracy))
{
    printf("Test passed: Test celsius %lfF, expected %lfC, calculated %lfC.\n",
           celsius, expected, fahr);
    return 1;
}
if ((fahr < expected - accuracy) || (fahr > expected + accuracy))
{
    printf("FAILED TEST: Test celsius %lfF, expected %lfC, calculated %lfC.\n",
           celsius, expected, fahr);
    return 0;
}
int main()
{
    double fahr, celsius;
    unsigned int total_tests = 0, passed_tests = 0;
    printf("This program converts from Celsius to Fahrenheit\n");
    // call a series of tests
    passed_tests = passed_tests + test_convert(      ,      );
    total_tests++;
    passed_tests += test_convert(      ,      );
    total_tests++;
    passed_tests += test_convert(      ,      );
    total_tests++;
    passed_tests += test_convert(      ,      );
    total_tests++;
    printf("Passed %u out of %u tests\n", passed_tests, total_tests);
    return (0);
}
***** */

To compile the code (go from human-readable code to an executable for the computer):
The executable will be named a.out:           $ clang hwx.c test-hwx.c
To run:                                         $ ./a.out
To make an executable with the name blah     $ clang hwx.c test-hwx.c -o blah
To run:                                         $ ./blah
***** */

To automate the compilation process, unix has the program "make" that uses a file named makefile
Contents of makefile for this program:
myexe: test-hwx.c hwx.c hwx.c
        clang test-hwx.c hwx.c -o myexe
  
```

#### Notes:

- 1) test-hwx.c hwx.c hwx.h on first line after ':' means that if any of those files have changed, recompile. List all files there for which it should compile in case of change.
- 2) Only the .c files are on the compile line, not the .h file
- 3) Must be a tab before "clang", not spaces.
- 4) myexe: is the name of the target.
- 5) You may have multiple targets in one makefile.
  - a. Typing make compiles the 1<sup>st</sup> target in file.
  - b. If you have multiple targets, use "make myexe" to compile