

Re: stream io in c

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2008-07/msg03525.html

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 - *Date:* Thu, 31 Jul 2008 15:04:37 +0530
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Ron Ford wrote:

<snip>

Thanks, Keith, I seem to be doing much better:

```
#include <stdio.h>
int main(void)
{
    FILE *fp;
    char name[]="text58.txt";
```

If you are using tabs to indent your code, consider switching to spaces, since tabs are often stripped out by Usenet software.

```
int c;

if ((fp = fopen(name, "wb")) == NULL)
{
    printf("can't open %s\n", fp);
```

The 's' type specifier expects a char* argument that must point at a string. You have supplied it a FILE* argument, a certain route to undefined behaviour.

```
return 1;
```

And one is not a portable return value. The portable values are 0, EXIT_SUCCESS and EXIT_FAILURE.

Surely you must have noted these elementary things as they are often mentioned in this group, besides being in it's FAQ.

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```
    }  
    else  
    {  
    for (c = 0; c <= 255; c++) {  
    putc(c, fp);
```

Since you are writing raw byte values, you might consider changing the misleading filename extension.

Also the maximum value of an unsigned byte in C is given by UCHAR_MAX. It is not necessarily 256. And note that 'c' is declared as an int, not unsigned char.

```
    }  
    fclose(fp);  
    }  
    return 0;  
    }  
    // gcc -o chars mkchars2.c
```

This command is not a conforming implementation of ISO C. For that you need:

```
gcc -ansi -pedantic /* For conformance to C90 */  
gcc -std=c99 -pedantic /* For incomplete but good conformance to C99 */
```

Also add the -Wall and -W flags for extra diagnostics which are always a help.

<snip>

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