

How to do strict ANSI compilation on common platforms

1. How to get source code

- **Unix/Linux machine**
 - i) Download source code – C-code.zip or C-code.tgz .
 - ii) Run the command
‘unzip C-code.zip’ or ‘tar -zxvf C-code.tgz’
- **PC with Window OS**
 - i) Download source code – C-code.zip or C-code.tgz .
 - ii) Ungroup the downloaded TAR file using file compressing tool like ‘WinZip’ or ‘WinRAR’

2. How to compile source files with strict ANSI/ISO C standard conformance

- **Unix/Linux machine with ‘gcc’ compiler**
 - i) Contents of Makefile in C-code directory

For Linux or any machines with gcc compiler
CC = gcc
CFLAGS = -ansi -Wall -pedantic

For SunOS
#CC = cc
#CFLAGS = -Xa

all: Example

clean:
 /bin/rm *.o Example

OBJ = tiff.o allocate.o randlib.o

Example: Example.o \$(OBJ)
 \$(CC) \$(CFLAGS) -o Example Example.o \$(OBJ) -lm
 - ii) Type ‘make Example’
 - iii) Type ‘Example img03.tif’
- **Unix machine with ‘cc’ compiler (No ‘gcc’ compiler)**
 - i) Contents of Makefile in C-code directory

For Linux or any machines with gcc compiler

```
#CC = gcc
#CFLAGS = -ansi -Wall -pedantic
```

```
# For SunOS
CC = cc
CFLAGS = -Xa
```

all: Example

clean:
 /bin/rm *.o Example

OBJ = tiff.o allocate.o randlib.o

Example: Example.o \$(OBJ)
 \$(CC) \$(CFLAGS) -o Example Example.o \$(OBJ) -lm

- ii) Type 'make Example'
- iii) Type 'Example img03.tif'

- **PC with MS Visual Studio 5.0/6.0**

- i) From the 'File' menu, click 'new' → 'projects'
Click 'Win32 console application'
Input 'location' and 'project name' → click 'OK'
Click 'an empty project' → click 'finish' → click 'OK'
- ii) From the 'Project' menu, click 'add to project' → 'files'
Highlight all files (*.c and *.h) in C-code directory and click
'OK' button (or one by one)
- iii) Setting compiler option as ANSI C standard
From the 'Project' menu, click 'settings' → 'C/C++'
Click 'Customize' in the 'category' box
Check box selected for 'Disable language extension' → click
'OK'
- iv) From the 'Project' menu, click 'setting' → 'debug'
Input program arguments in 'Program arguments' box →
click 'OK'
- v) From the 'Build' menu, click 'build'
- vi) From the 'Build' menu, click 'execute'