

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 2010**

- i) File->New->Project... (hotkey CTRL+SHIFT+N)
- ii) On left frame of "New Project" window, select Visual C++->General->Empty Project...
- iii) Enter a project name in the Name field, and select a directory to create the file in.
- iv) Project->Add Existing Item... (hotkey SHIFT+ALT+A)
- v) Select desired *.c source files, then click Add.
- vi) Debug->Start Debugging (hotkey F5). It should build and execute.

- **Dev-C++**

This software package is freely available and functions much like the linux compiling environment, but it has a graphical user interface and it runs on MS Windows.

See: www.bloodshed.net/devcpp.html