

## Assignment-III

Write two functions **myRead()** and **myWrite()** satisfying the following prototypes and specifications.

## Assignment-III (cont.)

- **Prototype:** `int myRead(char, void *)`
- **Valid first parameters:** `'i'` (integer), `'f'` (float) and `'c'` (character).
- **The second parameter:** `data pointer`.
- To **read an integer** we pass `'i'` as the **first parameter** and an **integer pointer** (pointing to a valid location) as the **second parameter**.  
Other two cases are also similar.

## Assignment-III (cont.)

- The function uses **int 0x80** to read the input string, converts it to the **appropriate data type** according to the **first parameter** (it may use **atof, atoi** library functions) and then **stores the value** in the **location pointed by the second parameter**.

## Assignment-III (cont.)

- **Prototype:** `int myWrite(char, void *)`
- **Valid first parameters:** `'i'` (integer), `'f'` (float), `'c'` (character), and `'s'` (string).
- **The second parameter:** `data pointer`.
- **To write an integer** we pass `'i'` as the `first parameter` and an `integer pointer` (pointing to a valid location) as the `second parameter`. Other three cases are also similar. A `string is terminated` by a `'\0'` as usual.

## Assignment-III (cont.)

- The function converts the data to a string of ASCII characters e.g. a floating-point number 123.50 will be converted to 0x31 0x32 0x33 0x2E 0x35. Then it uses int 0x80 to write the string.
- In both the cases the return value is to handle an error (0 - no error, 1 - error).

## Assignment-III (cont.)

- Assume that the **function prototypes** are available in **myStdin.h** which is to be included.