

# How to compile the programs using Book's Libraries on our Linux machines

---

- The textbook provides a few simplified libraries such as `genlib.h` and `simpio.h`, and use them in the example programs. You should be able to use these libraries as well.
- First you should install these libraries on your system and include them in your programs. Luckily, I already installed them on our linux systems. So you can simply use book's libraries by using `gccx` instead of `gcc` when compiling your programs .
- If you need to install these libraries on your own system, the libraries are available via anonymous ftp at <ftp://ftp.awl.com/cseng/authors/roberts/cs1-c/> or just follow the link that I provided in the class web page...

## How to implement/compile a program using `cslib`

- Login to linux, type/save your program

```
main212:> pico average3.c
```

```
--- type your program as in the box----->
```

```
main212:> gccx average3.c -o average3
```

```
main212:> average3
```

```
/*
 * File: average3.c
 * -----
 * This program reads in three
 * floating-point numbers and
 * computes their average.
 */
#include <stdio.h>
#include "genlib.h"
#include "simpio.h"
main()
{
    double n1, n2, n3, average;
    printf("This program averages"
           " three numbers.\n");
    printf("1st number: ");
    n1 = GetReal();
    printf("2nd number: ");
    n2 = GetReal();
    printf("3rd number: ");
    n3 = GetReal();
    average = (n1 + n2 + n3) / 3;
    printf("The average is %g\n",
           average);
}
```