

Chapter -

<added>

Portability

Problems

# Modularity

Stick as much machine dependent code into a single module.  
When you change machines replace the module.

# Word Size

The following works on 32-bit UNIX but fails on MS-DOS:

```
int zip;  
  
zip = 92126;  
std::cout << "Zip code " << zip << '\n';
```

It is non-portable.

On MS-DOS an **int** is 16 bits while on most UNIX systems it is 32.

Note: In the past you had to worry about 16 vs 32 bits. Today, *almost* everything is 32 bits. In the future you'll have to worry about 32 vs 64 bits.

# Byte order problem

Motorola, Sun, HP order their bytes ABCD  
Intel, DEC use BADC.

Writing 0x11223344 on a Sun and try to read it on an Intel machine you get 0x22114433.

# One way around the byte order problem.

```
const int MAGIC          = 0x11223344; // file id number

// magic number byte swapped
const int SWAP_MAGIC = 0x22114433;

ifstream in_file; // file containing binary data
long int magic; // magic number from file

in_file.open("data");
in_file.read((char *)&magic, sizeof(magic));

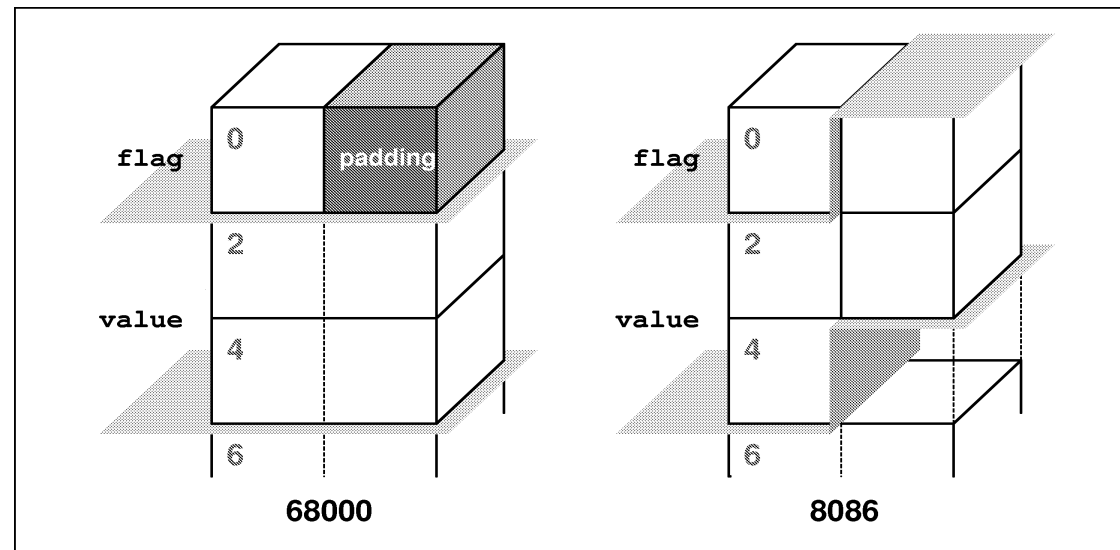
switch (magic) {
    case MAGIC:
        // No problem
        break;
    case SWAP_MAGIC:
        cout <<"Converting file, please wait\n";
        convert_file(in_file);
        break;
    default:
        cerr << "Error:Bad magic number " << magic << '\n',;
        exit (8);
}
```

```

following
    long int value; // value of the
parameter
};

```

# Alignment Problem



```

struct funny {
    char    flag;    // type of
data following

```

# NULL Pointer problem

```
#define NULL 0
```

```
char *string;
```

```
string = NULL;
```

```
cout << "String is '" << str "'\n";
```

Note: This is actually illegal, but it's frequently done.

# File names

```
#ifndef __MSDOS__  
#include <sys/stat.h> /* UNIX version of the file */  
#else __MSDOS__  
#include <sys\stat.h> /* DOS version of the file */  
#endif __MSDOS__
```



# Why does this program fail on MS-DOS/Windows?

Program output:

```
oot
ew      able:   file not found.
```

Program:

```
std::ifstream in_file;

#ifdef __MSDOS__
#define NAME "/root/new/table"
#else __MSDOS__
#define NAME "\\root\\new\\table"
#endif __MSDOS__

in_file.open(NAME);
if (in_file.bad()) {
    std::cout << NAME << ": file not found\n";
    exit(8);
}
```

# File Types

Some older versions of UNIX do not have `O_BINARY` defined.

```
#ifndef __MSDOS__
file_descriptor = open("file", O_RDONLY);
#else __MSDOS__
file_descriptor = open("file", O_RDONLY|O_BINARY);
#endif __MSDOS__
```

Better:

```
#ifndef O_BINARY /* Do we have an O_BINARY? */
#define O_BINARY 0 /* If not, define these */
#define O_TEXT 0 /* so they don't get */
/* in the way */
#endif O_BINARY
```

```
file_descriptor =
    open("file", O_RDONLY|O_BINARY);
```

# Porting four letter words

English:

Write a program to translate four letter words into more polite equivalents.

**【練習問題 6】** テキストファイルの中で使われている言葉遣いを、きれいにするプログラムを書きなさい。このプログラムは、ファイル中に four-letter words(四文字語, 卑猥な言葉, f\*\*\*, c\*\*\* c\*\*\* s\*\*\*d\*\*\*, h\*\*\* など)を見つけたら, それをもっとおだやかな言葉に置き換えるものです。

(\*\*\* added)