

## Övningar bibliotek

- 1.) Använd något av de program som du skrivit som utgångspunkt. Extrahera och flytta de funktioner som programmet innehåller till en egen källkodsfil. Kompilera denna till en objektfil (gcc -c ...). Skapa sedan ett bibliotek m.h.a. ar. Och slutligen använd det bibliotek som du skapat när du nu kompilerar ditt program.
- 2.) Compile the code in the file `math_test0.c` Do you get any compilation errors? Compile the code int the file `math_test1.c` Do you get any compilation errors? If not, why? Compile the code in the file `math_test2.c`. Do you get any compilation errors? If so, why? Look at the comment in the file `math_test3.c` and compile according the the instructions there.
- 2.) Compile and run the code in the file `limit_test.c`. This uses the standard library `<limits.h>` and will tell you how small/large (which intervals) numerical datatypes can be assigned on your particular machine.
- 3.) In which standard library can one find a function that converts a string to a floating-point number (type `double`)? What other conversion functions can one find in this particular library?
- 4.) Write a little program that accepts string input (which represents a number) as a command-line argument, converts it to a `double`, subtracts 2.0 from this number and writes the result to the screen.