

1. Re-examine the calendar programs from the previous exercises and extract the most used functions from them into a separate source file with a separate header, containing the necessary type definitions and prototypes (*suggested filenames: calendar.c & calendar.h*). Then create a statically linked library libcal.a. Try building the calendar exercises, using the newly created library.

Notes:

a) *secure calendar.h* using include guards to prevent multiple inclusion of the file
b) to link an executable with a library in the same directory, the current directory must be added to the library path:

```
gcc -ansi prog.c -L. -lcal -o program
```

to add the current directory to the include path, the *-I.* option is necessary.

2. Similarly to the above exercise extract the functions from last week's tree exercises (*insert, depth, printInOrder, printPreOrder, printPostOrder*) into a separate source file with a separate header, containing the necessary type definitions and prototypes. Then create a statically linked library libtree.a. Then build the tree exercises, using the newly created library.

Under unix-like systems (*e.g. Linux*) library files are usually archives containing one or more C object files. These libraries are usually called *libX.a*, where *X* is a string (*the name of the library*). The filename extension *.a* shows that it is an archive file. To enable programs to access functions from objects contained within a library, header files containing the prototypes of these functions must be provided.

Archives are created using the *ar* command:

```
syntax:   ar [option] archive_filename [object_file(s)]
examples: ar -r libX.a file.o
          ar -r libX.a file1.o file2.o
```

(useful) *ar* options:

- r add or replace object files in the archive
- d delete specified object files from the archive
- x extract copies of specified object files from archive