How to do strict ANSI compilation on common platforms

1. How to get source code

- **Unix/Linux machine**
    i)   Download source code – C-code.zip or C-code.tgz .
    ii)   Run the command
            'unzip C-code.zip' or 'tar -zxvf C-code.tgz'
- **PC with Window OS**
    i)   Download source code – C-code.zip or C-code.tgz .
    ii)   Ungroup the downloaded TAR file using file compressing
            tool like 'WinZip' or 'WinRAR'

2. How to compile source files with strict ANSI/ISO C standard conformance

- **Unix/Linux machine with 'gcc' compiler**

    i)   Contents of Makefile in C-code directory

    ```
    # For Linux or any machines with gcc compiler
    CC = gcc
    CFLAGS = -ansi -Wall -pedantic

    # For SunOS
    #CC = cc
    #CFLAGS = -Xa

    all: Example

    clean:
            /bin/rm *.o Example

    OBJ = tiff.o allocate.o randlib.o

    Example: Example.o $(OBJ)
            $(CC) $(CFLAGS) -o Example Example.o $(OBJ) -lm
    ```

    ii)   Type 'make Example'
    iii)   Type './Example img03.tif'

- **Unix machine with 'cc' compiler (No 'gcc' compiler)**
    i)   Contents of Makefile in C-code directory

    ```
    # For Linux or any machines with gcc compiler
    ```

```
#CC = gcc
#CFLAGS = -ansi -Wall -pedantic

# For SunOS
CC = cc
CFLAGS = -Xa

all: Example

clean:
        /bin/rm *.o Example

OBJ = tiff.o allocate.o randlib.o

Example: Example.o $(OBJ)
        $(CC) $(CFLAGS) -o Example Example.o $(OBJ) -lm
```

    ii)   Type 'make Example'
    iii)   Type 'Example img03.tif'

- **PC with MS Visual Studio 5.0/6.0**

    i)   From the 'File' menu, click 'new' → 'projects'
            Click 'Win32 console application'
            Input 'location' and 'project name' → click 'OK'
            Click 'an empty project' → click 'finish' → click 'OK'
    ii)   From the 'Project' menu, click 'add to project' → 'files'
            Highlight all files (*.c and *.h) in C-code directory and click
            'OK' button (or one by one)
    iii)   Setting compiler option as ANSI C standard
            From the 'Project' menu, click 'settings' → 'C/C++'
            Click 'Customize' in the 'category' box
            Check box selected for 'Disable language extension' → click
            'OK'
    iv)   From the 'Project' menu, click 'setting' → 'debug'
            Input program arguments in 'Program arguments' box →
            click 'OK'
    v)   From the 'Build' menu, click 'build'
    vi)   From the 'Build' menu, click 'execute'

- **Dev-C++**
    This software package is freely available and functions much like the
    linux compiling enviroment, but it has a graphical user interface and
    it runs on MS Windows.
    See: www.bloodshed.net/devcpp.html