## Name:

## Roll No.:

- 1. Create a folder (directory) **MVEC** and do the following in the folde **MVEC**.
- Create a data file vec.dat that contains the dimension in the first line and vector components in the second line. Use the following for vec.dat
   7
  - $2.0 \quad -5.0 \quad 7.0 \quad 10.5 \quad 0 \quad 3.0 \quad 4.0$
- 3. Create a data file **mat.dat** that contains the row and column dimensions in the first line and the matrix components row wise in the following lines. Use the following for **mat.dat**

4 7 1.0 2.00 4.0  $2.0 \quad 0 \quad -2.0$ -4.0 1.0 2.00  $2.0 \quad 0 \quad -2.0$ 0 2.04.0 -2.0 2.0 0 -2.0 2.0 $0.0 \quad 4.0$ 2.0 0 -2.0 1.0

 Create a C program file mvp.c and run it. Skeleton of mvp.c is shown below. Complete the program. You may add extra variables as needed.

```
#include <stdio.h>
#define M 100
#define N 100
int main()
ſ
int m,n;
double A[M][N],X[N],B[M];
FILE *fvec,*fmat,*fout;
/*Open vec.dat for reading and assign to fvec. Check that file opening successful.*/
/*Open mat.dat for reading and assign to fmat. Check that file opening successful.*/
/*Open out.dat for writing and assign to fout. Check that file opening successful.*/
/*Read the vector dimension in n and vector components in X*/
/*Read the matrix dimensions in m & n and matrix components in A*/
/*Perform the multiplication AX and store the result in B*/
/*Write the dimension of B and components of B in the output file out.dat (similar
to vec.dat). Print each component of B using %5.21f*/
return 0;
}
```

5. Execute the command **cat vec.dat mat.dat out.dat** > **result.dat** and open **result.dat** using gedit