

Before you cower in shame, fear not, gentle programmer newbie person. Errors happen. You deal with them. Like this:

1. **Reedit your source code, saving the fixed-up file to disk.**
2. **Recompile the source code.**
3. **Run the result.**

Errors can still happen. Heck, you may *never* get to Step 3! But these steps show you how to deal with them.

- ✓ It happens.
- ✓ I might remind you to look at the C language development cycle from Chapter 1. Note Steps 4 and 6. Nod your head wisely in agreement.

Reediting your source code file

Source code is not carved in stone — or silicon, for that matter. It can be changed. Sometimes, the changes are necessary, in the case of errors and boo-boos. At other times, you may just want to modify your program, adding a feature or changing a message or prompt — what the hard-core C geeks call *tweaking* or *twiddling*. To do that, you have to reedit your source code file.

For example, the GOODBYE program from Chapter 1 displays a message on the screen:

```
Goodbye, cruel world!
```

This program can easily be modified to show any message you like. To do so, use your editor and change the source code file, replacing the original message with your newer, pithier message. Follow these steps:

1. **Use your text editor to reedit the GOODBYE.C source code.**
2. **Edit Line 5, which looks like this:**

```
printf("Goodbye, cruel world!\n");
```

3. **Replace the text** Goodbye, cruel world! **with** Farewell, you ugly toad!

```
printf("Farewell, you ugly toad!\n");
```

Change only the text between the double quotes. That's the information that is displayed on the screen. Everything else — don't touch!