In implementing the value "class", as seen in the assignment 1 instructions, I have gotten a compiler error upon building value.h and value.c : "undefined reference to 'Fatal'. The relevant code is:
In value.c:
```c
extern void Fatal(char *,...);
{
...
}
```
value *v;
if ((v = malloc(sizeof(value))) == 0)
    Fatal("out of memory\n");

Is Fatal a keyword in standard C libraries? Or is it something that needs to be developed separately? Is there an external reference to it that I'm missing?

EDIT: Note that the two winking Smileys are actually parentheses.....I'm not sure why they're there, but they're persistent.

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I have a definition of Fatal in the option handling code (and also in the value test program I posted in the earlier thread).

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Oh and when you post, there is a checkbox for turning off smileys. I couldn't find a global off-switch, sorry.