```c
 1 /* blurMinMem.c   使用メモリ最小 */
 2 #include <stdio.h>
 3 #include <time.h>
 4 #include <sys/time.h>
 5 #define M 1024
 6 #define N 1024
 7 int main( void )
 8 {
 9     FILE           *fpr, *fpw;
10     unsigned char   bcb, bc, bcf, cb, c, cf, fcb, fc, fcf;
11     double      mean;
12     int     ic, i, j;
13     double      ts, te, etimeClock, etimeGettimeofday;
14     clock_t     start, finish;
15
16     double gettimeofday_sec()
17     {
18         struct timeval tv;
19         gettimeofday(&tv, NULL);
20         return tv.tv_sec + (double)tv.tv_usec*1e-6;
21     }
22
23     fpw = fopen("blurMinMem.gray","wb");
24     fpr = fopen("myareaNew.gray","rb");
25
26     start=clock();
27     ts = gettimeofday_sec();
28     for(j=1; j<N-1 ; j++){
29         mean=0.000;
30         for(i=1; i<M-1; i++){
31             fseek(fpr,M*(j-1)+(i-1),0);
32             bcb=fgetc(fpr); bc=fgetc(fpr); bcf=fgetc(fpr);
33             fseek(fpr,M-3,1);
34              cb=fgetc(fpr);  c=fgetc(fpr);  cf=fgetc(fpr);
35             fseek(fpr,M-3,1);
36             fcb=fgetc(fpr); fc=fgetc(fpr); fcf=fgetc(fpr);
37             mean = bcb+bc+bcf+cb+c+cf+fcb+fc+fcf;
38             mean = mean/9.0; ic = 0;
39             ic = (int) (mean + 0.5);
40             if (ic > 255) ic = 255;
41             if (ic < 0  ) ic = 0;
42             fputc(ic,fpw);
43         }
44     }
45     te = gettimeofday_sec();
46     finish=clock();
47
48     etimeGettimeofday = te - ts;
49     etimeClock=(double)(finish-start)/CLOCKS_PER_SEC;
50     printf("elapse time: %lf seconds (%lf precise sec.)¥n", etimeClock, etimeGettimeofday);
51
52     fclose(fpr);
53     fclose(fpw);
54 }
```