

Go Piscine Go 06

Summary: THIS document is the subject for the Go 06 module of the Go Piscine @ 42 Tokyo.

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#### Chapter I

#### Instructions

- Only this page will serve as reference; do not trust rumors.
- Watch out! This document could potentially change up to an hour before submission.
- These exercises are carefully laid out by order of difficulty from easiest to hardest. We will not take into account a successfully completed harder exercise if an easier one is not perfectly functional.
- Make sure you have the appropriate permissions on your files and directories.
- You have to follow the submission procedures for every exercise.
- Your exercises will be checked and graded by your fellow classmates.
- You <u>cannot</u> leave <u>any</u> additional file in your directory than those specified in the subject.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- Your reference guide is called Google / man / the Internet / ....
- Examine the examples thoroughly. They could very well call for details that are not explicitly mentioned in the subject...
- If no other explicit information is displayed, you must use the latest versions of Go.
- Your turn-in directory for each exercise should look something like this:

```
ex[XX]
|-- main.go
|-- vendor
|-- ft
|-- printrune.go
|-- piscine
|-- [excercisename].go
```

### Chapter II

#### Exercise 00: boolean

Ex	zercise 00
7	boolean
Turn-in directory : $ex00/$	
Files to turn in: *	
Allowed packages : os	
Allowed builtin functions : None	

Create a new directory called boolean.

- The code below must be copied into a file called main.go.
- The necessary changes must be applied for the program to work.
- Code to be copied

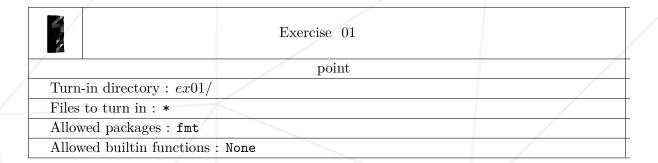
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• Usage

```
$ go mod init ex00
$ go run . "not" "odd"
I have an even number of arguments
$ go run . "not even"
I have an odd number of arguments
```

#### Chapter III

#### Exercise 01: point



Create a new directory called point.

- The code below must be copied into a file called main.go.
- The necessary changes must be applied so that the program works.
- Code to be copied

```
func setPoint(ptr *point) {
    ptr.x = 42
    ptr.y = 21
}

func main() {
    points := &point{}
    setPoint(points)

    fmt.Printf("x = %d, y = %d\n",points.x, points.y)
}
```

• Usage

```
$ go mod init ex01
$ go run .
x = 42, y = 21
$
```

#### Chapter IV

## Exercise 02: displayfile

Exercise 02	
displayfile	
Turn-in directory : $ex02/$	
Files to turn in: *	
Allowed packages : os	
Allowed builtin functions: None	

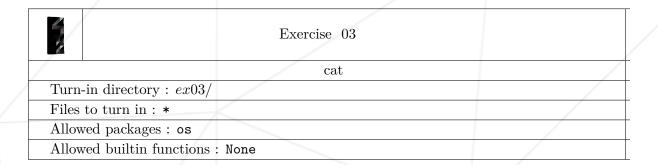
Write a program that displays, on the standard output, the content of a file given as argument.

• Usage

```
$ go mod init ex02
$ go run .
File name missing
$ echo "Ultimate Question of Life, the Universe, and Everything" > 42.txt
$ go run . 42.txt main.go
Too many arguments
$ go run . 42.txt
Ultimate Question of Life, the Universe, and Everything
$
```

#### Chapter V

#### Exercise 03: cat



Write a program that behaves like a simplified cat command.

- The options do not have to be handled.
- If the program is called without arguments it should take the standard input (stdin) and print it back on the standard output (stdout).
- Usage

```
quote.txt
 cat <<EOF> 42.txt
$ go mod init ex03
$ go run . abc
   OR: open abc: no such file or directory
exit status 1
$ go run . quote.txt
Born2Code
$ go run . quote.txt abc
Born2Code
ERROR: abc: No such file or directory
$ cat quote.txt | ./cat
Born2Code
$ go run .
Hello
Hello
$ go run . quote.txt alan_turing.txt
```

#### Chapter VI

Exercise 04: ztail

Exercise 04	
ztail	
Files to turn in : *	
Allowed packages : os	
: None	
	ztail

Write a program that behaves like a simplified tail command that takes at least one file as an argument.

- The only option to be handled is -c and will be used in all the tests as the first argument, with positive values.
- Handle the errors by returning a non-zero exit status but process all the files.
- If several files are given, print a newline and the file name between each one of them (see below).
- Usage
- If file1.txt & file2.txt contains:

abcdefghijklmnopqrstuvwxyz

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• Normal cases :

```
$ go mod init ex04
$ go run . -c 4 file1.txt
xyz
$ go run . -c 4 file1.txt file2.txt
==> file1.txt <==
xyz
==> file2.txt <==
xyz
$</pre>
```

 $\bullet$  Error cases:

```
$ go run . -c 4 file1.txt nonexisting1.txt file2.txt nonexisting2.txt
==> file1.txt <==
xyz
open nonexisting1.txt: no such file or directory

==> file2.txt <==
xyz
open nonexisting2.txt: no such file or directory
$ echo $?
1
$</pre>
```