



Go Piscine

Go 07

Summary: THIS document is the subject for the Go 07 module of the Go Piscine @ 42Tokyo.

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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 cannot leave any 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
|       |-- [exercisename].go
```

Chapter II

Exercise 00 : foreach

	Exercise 00
foreach	
Turn-in directory : <i>ex00/</i>	
Files to turn in : *	
Allowed packages : None	
Allowed builtin functions : None	

Write a function `ForEach` that, for an int slice, applies a function on each element of that slice.

- Expected function

```
func ForEach(f func(int), a []int) {  
}
```

- Usage


```
package main  
  
import "piscine"  
  
func main() {  
    a := []int{1, 2, 3, 4, 5, 6}  
    piscine.ForEach(piscine.PrintNbr, a)  
}
```

- Output of usage

```
$ go mod init ex00  
$ go run .  
123456  
$
```

Chapter III

Exercise 01 : map

	Exercise 01
map	
Turn-in directory : <i>ex01/</i>	
Files to turn in : *	
Allowed packages : <code>fmt</code>	
Allowed builtin functions : <code>None</code>	

Write a function `Map` that, for an int slice, applies a function of this type `func(int) bool` on each element of that slice and returns a slice of all the return values.

- Expected function

```
func Map(f func(int) bool, a []int) []bool {  
}
```

- Usage


```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    a := []int{1, 2, 3, 4, 5, 6}  
    result := piscine.Map(piscine.IsPrime, a)  
    fmt.Println(result)  
}
```

- Output of usage

```
$ go mod init ex01  
$ go run .  
[false true true false true false]  
$
```

Chapter IV

Exercise 02 : any

	Exercise 02
any	
Turn-in directory : <i>ex02/</i>	
Files to turn in : *	
Allowed packages : <code>fmt</code>	
Allowed builtin functions : <code>None</code>	

Write a function `Any` that returns true, for a string slice `s`, if when that string slice is passed through an `f` function, at least one element returns true.

- Expected function

```
func Any(f func(string) bool, a []string) bool {  
}
```

- Usage


```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    a1 := []string{"Hello", "how", "are", "you"}  
    a2 := []string{"This", "is", "4", "you"}  
  
    result1 := piscine.Any(piscine.IsNumeric, a1)  
    result2 := piscine.Any(piscine.IsNumeric, a2)  
  
    fmt.Println(result1)  
    fmt.Println(result2)  
}
```

- Output of usage

```
$ go mod init ex02
$ go run .
false
true
$
```

Chapter V

Exercise 03 : countif

	Exercise 03
countif	
Turn-in directory : <i>ex03/</i>	
Files to turn in : *	
Allowed packages : fmt	
Allowed builtin functions : None	

Write a function `CountIf` that returns, the number of elements of a string slice, for which the `f` function returns true.

- Expected function

```
func CountIf(f func(string) bool, tab []string) int {  
}
```

- Usage


```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    tab1 := []string{"Hello", "how", "are", "you"}  
    tab2 := []string{"This", "1", "is", "4", "you"}  
    answer1 := piscine.CountIf(piscine.IsNumeric, tab1)  
    answer2 := piscine.CountIf(piscine.IsNumeric, tab2)  
    fmt.Println(answer1)  
    fmt.Println(answer2)  
}
```


- Output of usage

```
$ go mod init ex03
$ go run .
0
2
$
```

Chapter VI

Exercice 04 : issorted

	Exercise 04
issorted	
Turn-in directory : <i>ex04/</i>	
Files to turn in : *	
Allowed packages : fmt	
Allowed builtin functions : None	

Write a function `IsSorted` that returns `true`, if the slice of `int` is sorted, otherwise returns `false`.

- The function passed in the parameter returns a positive `int` if `a` (the first argument) is greater than `b` (the second argument), it returns `0` if they are equal and it returns a negative `int` otherwise.
- To do your testing you have to write your own `f` function.
- Expected function

```
func IsSorted(f func(a, b int) int, a []int) bool {  
    }  
}
```

- Usage

```
package main

import (
    "fmt"
    "piscine"
)

func main() {
    a1 := []int{0, 1, 2, 3, 4, 5}
    a2 := []int{0, 2, 1, 3}

    result1 := piscine.IsSorted(f, a1)
    result2 := piscine.IsSorted(f, a2)


    fmt.Println(result1)
    fmt.Println(result2)
}
```

- Output of usage

```
$ go mod init ex04
$ go run .
true
false
$
```

Chapter VII

Exercise 05 : doop

	Exercise 05
doop	
Turn-in directory : <i>ex05/</i>	
Files to turn in : *	
Allowed packages : None	
Allowed builtin functions : None	

Write a program that is called doop.


- The program has to be used with three arguments:
 - A value
 - An operator, one of : +, -, /, *,
 - Another value
- In case of an invalid operator, value, number of arguments or an overflow, the programs prints nothing.
- The program has to handle the modulo and division operations by 0 as shown on the output examples below.

- Expected output

```
$ go mod init ex05
$ go run .
$ go run . 1 + 1 | cat -e
2$
$ go run . hello + 1
$ go run . 1 p 1
$ go run . 1 / 0 | cat -e
No division by 0$
$ go run . 1 \% 0 | cat -e
No modulo by 0$
$ go run . 9223372036854775807 + 1
$ go run . -9223372036854775809 - 3
$ go run . 9223372036854775807 "*" 3
$ go run . 1 "*" 1
1
$ go run . 1 "*" -1
-1
\$
```

Chapter VIII

Exercise 06 : sortwordarr

	Exercise 06
sortwordarr	
Turn-in directory : <i>ex06/</i>	
Files to turn in : *	
Allowed packages : fmt	
Allowed builtin functions : None	

Write a function `SortWordArr` that sorts by `ascii` (in ascending order) a string slice.

- Expected function

```
func SortWordArr(a []string) {  
}
```

- Usage


```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    result := []string{"a", "A", "1", "b", "B", "2", "c", "C", "3"}  
    piscine.SortWordArr(result)  
  
    fmt.Println(result)  
}
```

- Output of usage

```
$ go mod init ex06  
$ go run .  
[1 2 3 A B C a b c]  
$
```

Chapter IX

Exercise 07 : advancedsortwordarr

	Exercise 07
advancedsortwordarr	
Turn-in directory : <i>ex07/</i>	
Files to turn in : *	
Allowed packages : fmt	
Allowed builtin functions : None	

Write a function `AdvancedSortWordArr` that sorts a slice of string, based on the function `f` passed in parameter.

- Expected function

```
func AdvancedSortWordArr(a []string, f func(a, b string) int) {  
}
```

- Usage

```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    result := []string{"a", "A", "1", "b", "B", "2", "c", "C", "3"}  
    piscine.AdvancedSortWordArr(result, piscine.Compare)  
  
    fmt.Println(result)  
}
```

- Output of usage

```
$ go mod init ex07
$ go run .
[1 2 3 A B C a b c]
$
```