Go Piscine

Go 07

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

Contents

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
        |-- [excercisename].go
```

Chapter II

Exercise 00 : foreach

	Exercise 00
	foreach
Turn-in directory : *ex00/*	
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 : *ex01/*	
Files to turn in : *	
Allowed packages : `fmt`	
Allowed builtin functions : `make, append`	

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

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

}
```

- Usage

```go
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 : *ex02/*	
Files to turn in : `*`	
Allowed packages : `fmt`	
Allowed builtin functions : `None`	

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

- Expected function

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

}
```

- Usage

```go
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 : *ex03/*	
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

```go
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 : *ex04/*		
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 to 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

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

}
```

- Usage

```go
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 : *ex05/*			
Files to turn in : `*`			
Allowed packages : `os, fmt`			
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 : *ex06/*	
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 : *ex07/*	
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

```go
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]
$
```