

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

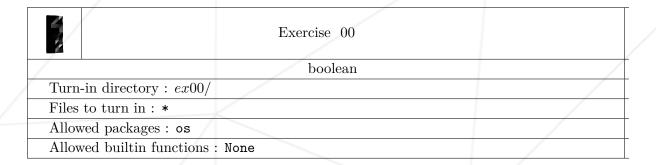
Instructions

- 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



- 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

```
func printStr(s string) {
    for _, r := range s {
        ft.PrintRune(r)
    }
    ft.PrintRune('\n')
}

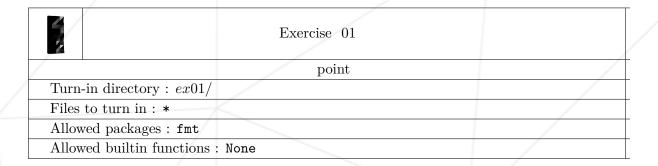
func isEven(nbr int) boolean {
    if even(nbr) == 1 {
        return yes
    } else {
        return no
    }
}

func main() {
    if isEven(lengthOfArg) == 1 {
        printStr(EvenMsg)
    } else {
        printStr(OddMsg)
    }
}
```

Go 06 Go Piscine • 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



- 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

/
/
/

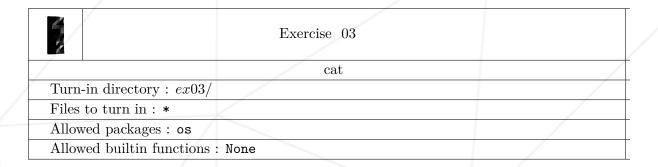
Write a program that displays, on the standard output, the content of a file given as argument.

• 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

```
echo "Born2Code" > quote.txt
 cat <<EOF> 42.txt
 go mod init ex03
 go run . abc
   DR: open abc: no such file or directory
exit status 1
 go run . quote.txt
 orn2Code
 go run . quote.txt abc
Born2Code
 ROR: abc: No such file or directory
 cat quote.txt | ./cat
 orn2Code
 go run .
Hello
Hello
go run . quote.txt alan_turing.txt
```

Chapter VI

Exercise 04: ztail

Exercise 04	
ztail	
Turn-in directory : $ex04/$	
Files to turn in : *	
Allowed packages : os	
Allowed builtin functions : make, append	

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:

 ${\tt abcdefghijklmnopqrstuvwxyz}$

Go Piscine Go 06

• Normal cases :

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

• Error cases :