



Go Piscine

Go 01

*Summary: THIS document is the subject for the Go 01 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.

# Chapter II

## Exercise 00 : pointone

	Exercise 00
pointone	
Turn-in directory : <i>ex00/</i>	
Files to turn in : <code>pointone.go</code>	
Allowed packages : <code>github.com/42tokyo/ft</code>	
Allowed builtin functions : None	

Write a function that takes a pointer to an int as argument and gives to this int the value of 1.

- Expected function

```
func PointOne(nb *int) {  
}
```

- Usage


```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    n := 0  
    piscine.PointOne(&n)  
    fmt.Println(n)  
}
```

- Output of usage

```
$ go run .  
1  
$
```

# Chapter III

## Exercise 01 : ultimatpointone

	Exercise 01
ultimatpointone	
Turn-in directory : <i>ex01/</i>	
Files to turn in : <code>ultimatpointone.go</code>	
Allowed packages : <code>github.com/42tokyo/ft</code>	
Allowed builtin functions : None	

Write a function that takes a pointer to a pointer to a pointer to an int as argument and gives to this int the value of 1.

- Expected function

```
func UltimatePointOne(nb *int) {  
}
```

- Usage


```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    a := 0  
    b := &a  
    n := &b  
    piscine.UltimatePointOne(&n)  
    fmt.Println(a)  
}
```

- Output of usage

```
$ go run .  
1  
$
```

# Chapter IV

## Exercise 02 : divmod

	Exercise 02
divmod	
Turn-in directory : <i>ex02/</i>	
Files to turn in : <code>divmod.go</code>	
Allowed packages : <code>github.com/42tokyo/ft</code>	
Allowed builtin functions : None	

Write a function that does the following:

- This function will divide an int a by another int b.
- The result of this division will be stored in the int pointed by div.
- The remainder of this division will be stored in the int pointed by mod.
- Expected function

```
func DivMod(a int, b int, div *int, mod *int) {  
}
```

- Usage
- Output of usage

```
$ go run .  
6  
1  
$
```


```
package main

import (
    "fmt"
    "piscine"
)

func main() {
    a := 13
    b := 2
    var div int
    var mod int
    piscine.DivMod(a, b, &div, &mod)
    fmt.Println(div)
    fmt.Println(mod)
}
```

# Chapter V

## Exercise 03 : ultimatedivmod

	Exercise 03
ultimatedivmod	
Turn-in directory : <i>ex03/</i>	
Files to turn in : <b>ultimatedivmod.go</b>	
Allowed packages : <b>github.com/42tokyo/ft</b>	
Allowed builtin functions : <b>None</b>	

Write a function that does the following:

- This function will divide an int a by another int b.
- The result of this division will be stored in the int pointed by a.
- The remainder of this division will be stored in the int pointed by b.
- Expected function

```
func UltimateivMod(a *int, b *int) {  
}
```

- Usage
- Output of usage

```
$ go run .  
6  
1  
$
```




```
package main

import (
    "fmt"
    "piscine"
)

func main() {
    a := 13
    b := 2
    piscine.UltimateDivMod(&a, &b)
    fmt.Println(a)
    fmt.Println(b)
}
```

# Chapter VI

## Exercise 04 : printstr

	Exercise 04
printstr	
Turn-in directory : <i>ex04/</i>	
Files to turn in : <b>printstr.go</b>	
Allowed packages : <b>github.com/42tokyo/ft</b>	
Allowed builtin functions : <b>None</b>	

Write a function that prints one by one the characters of a string on the screen.

- Expected function

```
func PrintStr(s string) {  
}
```

- Usage


```
package main  
  
import "piscine"  
  
func main() {  
    piscine.PrintStr("Hello World!")  
}
```

- Output of usage

```
$ go run . | cat -e  
Hello World!  
$
```

# Chapter VII

## Exercise 05 : strlen

	Exercise 05
strlen	
Turn-in directory : <i>ex05/</i>	
Files to turn in : <b>strlen.go</b>	
Allowed packages : <a href="https://github.com/42tokyo/ft">github.com/42tokyo/ft</a>	
Allowed builtin functions : None	

Write a function that counts the runes of a string and that returns that count.

- Expected function

```
func StrLen(s string) int {  
}
```

- Usage


```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    l := piscine.StrLen("Hello World!")  
    fmt.Println(l)  
}
```

- Output of usage

```
$ go run .  
12  
$
```

# Chapter VIII

## Exercise 06 : swap

	Exercise 06
swap	
Turn-in directory : <i>ex06/</i>	
Files to turn in : <b>swap.go</b>	
Allowed packages : <b>github.com/42tokyo/ft</b>	
Allowed builtin functions : <b>None</b>	

Write a function that takes two pointers to an int (\*int) and swaps their contents.

- Expected function

```
func Swap(a *int, b *int) {  
}
```

- Usage


```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    a := 0  
    b := 1  
    piscine.Swap(&a, &b)  
    fmt.Println(a)  
    fmt.Println(b)  
}
```

- Output of usage

```
$ go run .  
1  
0  
$
```

# Chapter IX

## Exercise 07 : strrev

	Exercise 07
strrev	
Turn-in directory : <i>ex07/</i>	
Files to turn in : <b>strrev.go</b>	
Allowed packages : <a href="https://github.com/42tokyo/ft">github.com/42tokyo/ft</a>	
Allowed builtin functions : None	

Write a function that takes a string and returns that string reversed.

- Expected function

```
func StrRev(s string) string {  
}
```

- Usage


```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    s := "Hello World!"  
    s = piscine.StrRev(s)  
    fmt.Println(s)  
}
```

- Output of usage

```
$ go run .  
!dlroW olleH  
$
```

# Chapter X

## Exercise 08 : basicatoi

	Exercise 08
basicatoi	
Turn-in directory : <i>ex08/</i>	
Files to turn in : <b>basicatoi.go</b>	
Allowed packages : <b>github.com/42tokyo/ft</b>	
Allowed builtin functions : <b>None</b>	

Write a function that simulates the behaviour of the Atoi function in Go. Atoi transforms a number defined as a string in a number defined as an int.

- Atoi returns 0 if the string is not considered as a valid number. For this exercise only valid string will be tested. They will only contain one or several digits as characters.
- For this exercise, the handling of the signs + or - does not have to be taken into account.
- This function will only have to return the int. For this exercise, the error return of Atoi is not required.
- Expected function

```
func BasicAtoi(s string) int {  
}
```

- Usage
- Output of usage

```
$ go run .  
12345  
12345  
0  
$
```


```
package main

import (
    "fmt"
    "piscine"
)

func main() {
    fmt.Println(piscine.BasicAtoi("12345"))
    fmt.Println(piscine.BasicAtoi("0000000012345"))
    fmt.Println(piscine.BasicAtoi("000000"))
}
```

# Chapter XI

## Exercise 09 : basicatoi2

	Exercise 09
basicatoi2	
Turn-in directory : <i>ex09/</i>	
Files to turn in : <b>basicatoi2.go</b>	
Allowed packages : <b>github.com/42tokyo/ft</b>	
Allowed builtin functions : <b>None</b>	

Write a function that simulates the behaviour of the Atoi function in Go. Atoi transforms a number defined as a string in a number defined as an int.

- Atoi returns 0 if the string is not considered as a valid number. For this exercise non-valid string chains will be tested. Some will contain non-digits characters.
- For this exercise the handling of the signs + or - does not have to be taken into account.
- This function will only have to return the int. For this exercise the error return of Atoi is not required.
- Expected function

```
func BasicAtoi2(s string) int {  
}
```

- Usage
- Output of usage

```
$ go run .  
12345  
12345  
0  
0  
$
```




```
package main

import (
    "fmt"
    "piscine"
)

func main() {
    fmt.Println(piscine.BasicAtoi2("12345"))
    fmt.Println(piscine.BasicAtoi2("00000000012345"))
    fmt.Println(piscine.BasicAtoi2("012 345"))
    fmt.Println(piscine.BasicAtoi2("Hello World!"))
}
```

# Chapter XII

## Exercise 10 : atoi

	Exercise 10
atoi	
Turn-in directory : <i>ex10/</i>	
Files to turn in : <b>atoi.go</b>	
Allowed packages : <b>github.com/42tokyo/ft</b>	
Allowed builtin functions : <b>None</b>	

Write a function that simulates the behaviour of the Atoi function in Go. Atoi transforms a number represented as a string in a number represented as an int.

- Atoi returns 0 if the string is not considered as a valid number. For this exercise non-valid string chains will be tested. Some will contain non-digits characters.
- For this exercise the handling of the signs + or - does have to be taken into account.
- This function will only have to return the int. For this exercise the error result of Atoi is not required.
- Expected function

```
func Atoi(s string) int {  
    }  
}
```

- Usage
- Output of usage

```
$ go run .  
12345  
12345  
0  
0  
1234  
-1234  
0  
0  
0  
$
```


```
package main

import (
    "fmt"
    "piscine"
)

func main() {
    fmt.Println(piscine.Atoi("12345"))
    fmt.Println(piscine.Atoi("00000000012345"))
    fmt.Println(piscine.Atoi("012 345"))
    fmt.Println(piscine.Atoi("Hello World!"))
    fmt.Println(piscine.Atoi("+1234"))
    fmt.Println(piscine.Atoi("-1234"))
    fmt.Println(piscine.Atoi("++1234"))
    fmt.Println(piscine.Atoi("--1234"))
}
```

# Chapter XIII

## Exercise 11 : sortintegertable

	Exercise 11
sortintegertable	
Turn-in directory : <i>ex11/</i>	
Files to turn in : <code>sortintegertable.go</code>	
Allowed packages : <code>github.com/42tokyo/ft</code>	
Allowed builtin functions : None	

Write a function that reorders a slice of int in ascending order.

- Expected function

```
func SortIntegerTable(table []int) {  
}
```

- Usage

```
package main  
  
import (  
    "fmt"  
    "piscine"  
)  
  
func main() {  
    s := []int{5,4,3,2,1,0}  
    piscine.SortIntegerTable(s)  
    fmt.Println(s)  
}
```

- Output of usage

```
$ go run .  
[0 1 2 3 4 5]  
$
```