C - Pool - Tek1

Subject Assignment 3 - What Is This Glue?

C Pool Managers
looneytunes@epitech.eu

Contents

Instructions

- The team leader (first login of the line) has to sign up his group for the defense.
- Any request for precisions on a subject will complicate it.
- It is forbidden to modify the sources of your project after 10 AM Sunday.
- The subject may change until one hour before turn-in.
- The assignment exercises are to be carried out by groups of 2.
- Only the team leader's turn-in directory will be collected.
- You will find the list of the imposed groups and your assigned subject in files group_promotion_city.txt.
- You will have to carry out the indicated subject with your imposed partners and to present yourselves at your defense Sunday, at the right time, with all your partners.
- For the defense, the project should be finished. Defenses are used to present and explain your work in the slightest detail.
- Every member of the group should be fully aware of the achieved work. Each member will be questioned, the mark of the group is based on the worst explanations.
- Obviously, you will have to do everything possible to contact your partners: Look at their intranet profile, facebook, etc... No excuse will be accepted in regard to group problems.
- If after have tried everything one of your partners is still unreachable, send an email to your DPR (Regional Education Director) as soon as possible.
- You can optionally carry out several subjects to get a potential bonus.

```
It is absolutely mandatory to have the mandatory subject
perfectly carried out to claim the bonus subjects.
```

- Respect the norm takes time, but is good for you. This way your code will respect the norm since the first written line.
- We have been very indulgent for defenses of the second assignment, we will be much more rigorous this time.

```
A Segfault, Bus Error, Floating Exception...  is eliminatory!
```

Turn-in details

- Turn-in directory:
  `Piscine_C_colles-Semaine_03`

 *Hints* `Remember it is always better to create your repository at the beginning of the day and to turn-in your work on a regular basis`

 *Hints* `Only the project turned in by your project leader will be picked up`

- The `malloc, free, read, write` functions are allowed.
- Your libmy.a MUST be in your Piscine_C_colles-Semaine_03/lib/.
  Your libmy must not contain any other function than those requested in the subject of day 07.
  You must not use any forbidden function in your library (see instructions of the pool days for the corresponding functions).
- Your my.h MUST be in your Piscine_C_colles-Semaine_03/include.
- The sources of your lib must be in your Piscine_C_colles-Semaine_03/lib/my/.
- Below is a test main that you can turn-in or modify

```
1   #include <unistd.h>
2   # define BUFF_SIZE (4096)
3
4   int main(int ac, char* av[])
5   {
6     char buff[BUFF_SIZE + 1];
7     int len;
8
9     while ((len = read(0, buff, BUFF_SIZE)) > 0)
10    {
11      if (len != 0)
12      {
13        buff[len] = 0;
14        what_is_this_glue(buff);
15      }
16    }
17    return (0);
18  }
```

 *Hints* `If everything went right, your program must return 0`

- Good luck...

Details

- Names of the files to turn-in:
  `*.c *.h Makefile`
- Your source code and our main will be compiled with the following command:

```
make fclean
make
```

- You have to develop a program that takes a character string in parameter and that displays the name of the assignment in question, and the dimensions.
- If it doesn't match any of the assignments you have to display:
  `aucune`
- Whatever the response is, you must terminate your line with a "\n"(NewLine)
- Example:

```
  ?>./colle1-1 4 4
o--o
|  |
|  |
o--o
./colle1-1 4 4 | ./colle3
    [colle1-1] 4 4
./colle1-2 3 4 | ./colle3
    [colle1-2] 3 4
```

- It may be several assignments, in this case you have to enumerate all of them
  Example:

```
./colle1-3 1 1
B
./colle1-4 1 1
B
./colle1-5 1 1
B
./colle1-3 1 1 | ./colle3
[colle1-3] 1 1 || [colle1-4] 1 1 || [colle1-5] 1 1
```

`It is not asked to handle the assignments colle2-X`

Bonus

Hints For those who have found this assignment really too easy, here are some bonuses:

- The detection of each of these shapes is worth two points:
  1. rectangle
  2. square
  3. triangle
  4. rhombus
- It has to be realized in addition to the mandatory part
  Example:

```
./colle1-3 3 3 | ./colle3
[colle1-3] 3 3 || [square] 3 3 || [rectangle] 3 3
```

- We do not need to remind that a square is a specific rectangle so it's a square AND a rectangle.
- All bonuses are evaluated by hand, you have to plan enough test files to prove that your program is working well.

We will not validate your features if you do not prove that your program is able to make the distinction between 2 shapes

Super Bonus

Hints To claim this bonus, you do not HAVE to have realized the previous one, but the mandatory part is still mandatory (hence its name)

- The detection of each of these shapes is worth two points:
  1. Fir
  2. reverse rectangle
  3. reverse square
  4. reverse triangle
  5. reverse rhombus
  6. reverse circle
- It has to be realized in addition to the mandatory part
- All bonuses are evaluated by hand, you have to plan enough test files to prove that your program is working well.

We will not validate your features if you do not prove that your program is able to make the distinction between 2 shapes

- A reverse figure is a figure made of spaces, the rest is composed of characters:
  In this example the spaces are represented by points (’.’)
  Example:

```
?>cat ./reverse_square_5_5
.....
.za0.
.za0.
.za0.
.....
?>cat ./reverse_square_5_5 | ./colle3
[reverse square] 5 5 || [square] 3 3

WARNING:
?>cat ./fake_reverse_square_5_5
.....
.za0.
.z.0.
.za0.
.....
?>cat ./fake_reverse_square_5_5 | ./colle3
[reverse square] 5 5 || [square] 3 3 || [reverse square] 1 1 || \
[reverse rectangle] 1 1 || [reverse triangle] 1 1 || [reverse rhombus] 1 1
```

- The mark 42 will be given to every student that in addition to all this will manage the reverse fir.