C - Pool - Tek1

Subject match-nmatch

C Pool Managers
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Contents

Instructions

- The subject may change until one hour before turn-in.
- Respect the norm takes time, but is good for you. This way your code will respect the norm since the first written line.
- Ask yourself if it's relevant to let a `main()` function in your turn-in knowing we will add our own.
- Turn-in directory:
  `Piscine_C_match-nmatch`

 *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`

- Remember to discuss on the pool forum!
- You can't use any sytem functions.
- You can use you lib from your Makefile, it has to be stored like for any pool day in the directory:
  `Piscine_C_match-nmatch/lib/my`
  the my.h file being in:
  `Piscine_C_match-nmatch/include`

 *Hints* `On the instructions of each exercises, this directory is specified for every turn-in path`

Match

- The purpose of the function is to know if two strings match.
- It is said that `s1` and `s2` match when `s1` and `s2` are identical.
- If `s2` contains a star (`'*'`), we can replace this star with any character string (even empty) so that `s1` and `s2` are identical.
- `s2` can contain as many stars as we want.
- Example:
  - `"main.c"` and `"*.c"` match because it is possible to replace `'*'` with the string `"main"` so that the two strings are identical.
- It shall be prototyped as follows:

```
1   int match(char *s1, char *s2);
```

- It must return `1` if `s1` matches `s2` or `0` in the other case.
- Turn in directory:
  `Piscine_C_match-nmatch/match.c`

Nmatch

- The purpose of the function is to count the number of times the two strings match.
- When there are two or more stars, several string combinations can suit.
- `nmatch` will calculate the total number of such combinations.
- Example:
  - `"abcbd"` and `"*b*"` match 2 times: (`"a"`,`"cbd"`) and (`"abc"`, `"d"`)
- `"abc"` and `"a**"` match 3 times : (`nothing`,`"bc"`) and (`"b"`, `"c"`) and (`"bc"`, `nothing`)
- It shall be prototyped as follows:

```
1   int nmatch(char *s1, char *s2);
```

- It must return the number of combinations that match.
- Turn in directory:
  `Piscine_C_match-nmatch/nmatch.c`