

B1 - Unix & C Lab Seminar

B-CPE-100

WorkshopLib

Autonomous work on your library



1.0





WorkshopLib

binary name: lib/libmy.a

language: C

compilation: via Makefile, including re, clean and fclean rules



• The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.

This project is fully optional and it **will not** be counted toward your unit grade.

It consists in working on your library functions to improve them.

To help you stabilize your library, it will be reviewed at least once a day.

As with every Pool day, your library and its Makefile must be stored in the following directories: lib/my/ and include/ (my.h file).

The library must contain **all** of the following functions :

| 1 void my_putchar(char c); | 16 char *my_strstr(char *str, char const *to_find); |
|--|---|
| 2 int my_isneg(int nb); | 17 int my_strcmp(char const *s1, char const *s2); |
| 3 int my_put_nbr(int nb); | 18 int my_strncmp(char const *s1, char const *s2, int n); |
| 4 void my_swap(int *a, int *b); | 19 char *my_strupcase(char *str); |
| 5 int my_putstr(char const *str); | 20 char *my_strlowcase(char *str); |
| 6 int my_strlen(char const *str); | 21 char *my_strcapitalize(char *str); |
| 7 int my_getnbr(char const *str); | 22 int my_str_isalpha(char const *str); |
| 8 void my_sort_int_array(int *tab, int size); | 23 int my_str_isnum(char const *str); |
| 9 int my_compute_power_rec(int nb, int power); | 24 int my_str_islower(char const *str); |
| 10 int my_compute_square_root(int nb); | 25 int my_str_isupper(char const *str); |
| 11 int my_is_prime(int nb); | 26 int my_str_isprintable(char const *str); |
| 12 int my_find_prime_sup(int nb); | 27 int my_showstr(char const *str); |
| 13 char *my_strcpy(char *dest, char const *src); | 28 int my_showmem(char const *str, int size); |
| 14 char *my_strncpy(char *dest, char const *src, int n); | 29 char *my_strcat(char *dest, char const *src); |
| 15 char *my_revstr(char *str); | 30 char *my_strncat(char *dest, char const *src, int nb); |