

Dice Roler

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Chapter 1

File Index

1.1 File List

Here is a list of all documented files with brief descriptions:

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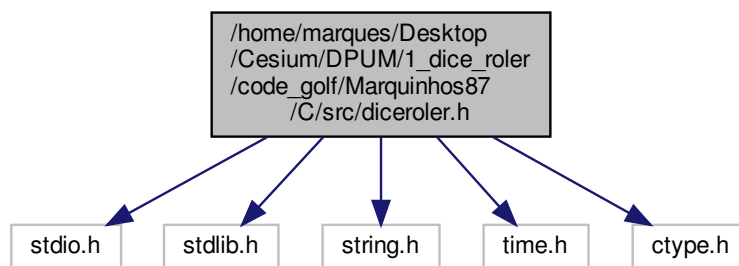
Chapter 2

File Documentation

2.1 /home/marques/Desktop/Cesium/DPUM/1_dice_roler/code_golf/Marquinhos87/C/src/diceroler.h File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <time.h>
#include <ctype.h>
```

Include dependency graph for diceroler.h:



Functions

- int `getD` (char *l)
- int `getF` (char *l)
- int * `genV` (int d, int f)
- void `prt` (int d, int v, int *vs)
- int `sum` (int d, int *v)
- int `calc` (char *l)

Variables

- int `x`

2.1.1 Function Documentation

2.1.1.1 `calc()`

```
int calc (
    char * l )
```

Function that calls the others to generate de final result

Parameters

<code>l</code>	String to process.
----------------	--------------------

Returns

Return 0 if alright OK or 1 if something wrong

2.1.1.2 `genV()`

```
int* genV (
    int d,
    int f )
```

Funtion that generate numbers between '1 to f' in a total of 'd' times.

Parameters

<code>d</code>	Number of dices.
<code>f</code>	Number of faces.

Returns

The Integer array with de values of the all dices

2.1.1.3 `getD()`

```
int getD (
    char * l )
```


Function that parse the string to get the number of dices.

Parameters

<i>l</i>	a charater pointer.
----------	---------------------

Returns

The number of dices

2.1.1.4 getF()

```
int getF (
    char * l )
```

Function that parse the string to get the number of faces of the dices.

Parameters

<i>l</i>	a charater pointer.
----------	---------------------

Returns

The number of faces of every dice

2.1.1.5 prt()

```
void prt (
    int d,
    int v,
    int * vs )
```

Function to print to stdout the result of a play or multiple-play.

Parameters

<i>d</i>	Number of dices.
<i>v</i>	Sum of the values of all dices.
<i>vs</i>	Integer array with all values of the dices.

2.1.1.6 sum()

```
int sum (
```

```
int d,  
int * v )
```

Function that make de sum of all dices rolled.

Parameters

<i>d</i>	Number of dices.
<i>v</i>	Integer array with all values of the dices.

Returns

The sum of all dices rolled

2.1.2 Variable Documentation

2.1.2.1 *x*

```
int x
```

This is a global variable to save the current position of the line that we are processing.

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