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Abstract: This document contains the subject for day 06 of 42's C++ pool.

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Chapter I

General rules

- Any function implemented in a header (except in the case of templates), and any unprotected header, means 0 to the exercise.
- Every output goes to the standard output, and will be ended by a newline, unless specified otherwise.
- The imposed filenames must be followed to the letter, as well as class names, function names and method names.
- Remember: You are coding in C++ now, not in C anymore. Therefore:
 - The following functions are FORBIDDEN, and their use will be punished by a -42, no questions asked: *alloc, *printf and free.
 - You are allowed to use basically everything in the standard library. HOW-EVER, it would be smart to try and use the C++-ish versions of the functions you are used to in C, instead of just keeping to what you know, this is a new language after all. And NO, you are not allowed to use the STL until you actually are supposed to (that is, until d08). That means no vectors/list-s/maps/etc... or anything that requires an include <algorithm> until then.
- Actually, the use of any explicitly forbidden function or mechanic will be punished by a -42, no questions asked.
- Also note that unless otherwise stated, the C++ keywords "using namespace" and "friend" are forbidden. Their use will be punished by a -42, no questions asked.
- Files associated with a class will always be ClassName.hpp and ClassName.cpp, unless specified otherwise.
- Turn-in directories are ex00/, ex01/, ..., exn/.
- You must read the examples thoroughly. They can contain requirements that are not obvious in the exercise's description. If something seems ambiguous, you don't understand C++ enough.

C++ Pool - d06 C++ casts

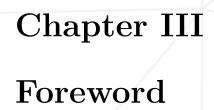
• Since you are allowed to use the C++ tools you learned about since the beginning of the pool, you are not allowed to use any external library. And before you ask, that also means no C++11 and derivates, nor Boost or anything your awesomely skilled friend told you C++ can't exist without.

- You may be required to turn in an important number of classes. This can seem tedious, unless you're able to script your favorite text editor.
- Read each exercise FULLY before starting it! Really, do it.
- The compiler to use is g++, not gcc nor clang!
- Your code has to be compiled with the following flags: -Wall -Wextra -Werror.
- Each of your includes must be able to be included independently from others. Includes must contains every other includes they are depending on, obviously.
- The subject can be modified up to 4h before the final turn-in time.
- In case you're wondering, no coding style is enforced during the C++ pool. You can use any style you like, no restrictions. But remember that a code your peer-evaluator can't read is a code she or he can't grade.
- Important stuff now: You will NOT be graded by a program, unless explictly stated in the subject. Therefore, you are afforded a certain amount of freedom in how you choose to do the exercises. However, be mindful of the constraints of each exercise, and DO NOT be lazy, you would miss a LOT of what they have to offer!
- It's not a problem to have some extraneous files in what you turn in, you may choose to separate your code in more files than what's asked of you. Feel free, as long as the day is not graded by a program.
- Even if the subject of an exercise is short, it's worth spending some time on it to be absolutely sure you understand what's expected of you, and that you did it in the best possible way.
- By Odin, by Thor! Use your brain!!!

Chapter II

Day-specific rules

- ullet From this day on and for the rest of your life, legacy C casts are strictly forbidden.
- For each exercise, any cast situation is solved by a specific cast. The evaluation will check if your choice corresponds to the expected cast.



Here is a picture of a yellow plastic duck:



Chapter IV

Exercise 00: Scalar conversion

	Exercise 00	
/	Exercise 00: Scalar conversion	
Turn-in directory : $ex00/$		
Files to turn in : Any file		
Allowed functions: None		
Remarks : n/a		

Write a program that takes a string representation of a C++ literal value (in its most common form) as a parameter. This literal must belong to one of the following a scalar types: char, int, float or double.

Exemples of char literal values: 'c', '\0', ...

Exemples of int literal values: 0, -42, 42, ...

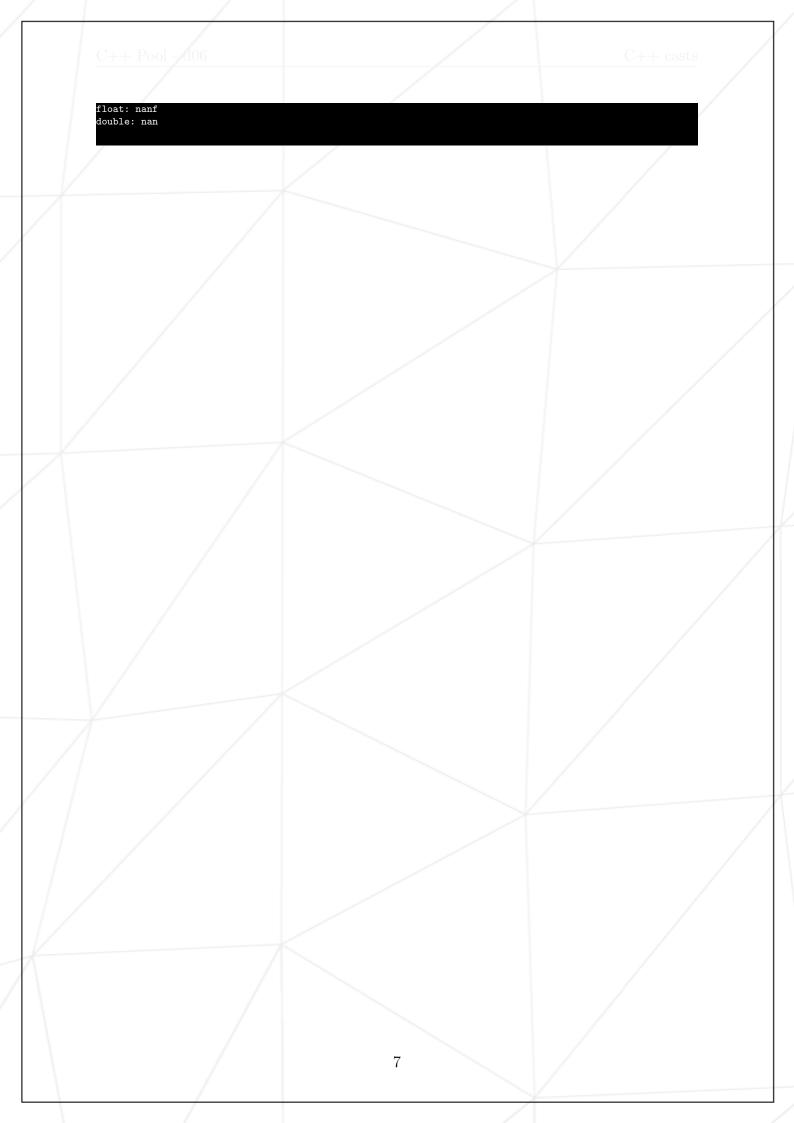
Exemples of float literal values: 0.0f, -4.2f, 4.2f, ... You will also accept these pseudo literals as well, you know, for science: -inff, +inff and nanf.

Exemples of double literal values: 0.0, -4.2, 4.2, ... You will also accept these pseudo literals as well, you know, for... fun: -inf, +inf and nan.

Your program must detect the literal's type, then convert it **explicitly** to each of the three other types and display the results using the same formatting as above. If a conversion does not make sense or overflows, display that the conversion is impossible. You can include any header you need to handle numeric limits and special values.

Examples:

```
$>./convert 0
char: '\0'
int: 0
float: 0.0f
double: 0.0
$>./convert nan
char: impossible
int: impossible
```



Chapter V

Exercise 01: Serialization

	Exercise 01	
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Turn-in directory : $ex01/$		
Files to turn in : Any file yo		
Allowed functions : None		
Remarks : n/a		/

Write a function "void * serialize(void);". This function will return the address on the heap of a sequence of bytes that represent a piece of serialized data. The serialized data is the concatenation of a random array of 8 alphanumerical characters, a random integer and a second random array of 8 alphanumerical characters. Feel free to use anything you like to generate the random values.

Write a function "Data * descrialize(void * raw);". This function will describlize the raw data to a Data structure defined as "struct Data { std::string s1; int n; std::string s2; };" allocated on the heap.

Wrap these two functions in a program that prooves that everything works as intended.

Chapter VI

Exercise 02: Identify real type

	Exercise 02	
	Exercise 02: Identify real type	
Turn-in directory : $ex02/$		
Files to turn in : Any file		
Allowed functions: None		
Remarks : n/a		

Create a class Base that only possesses a public virtual destructor. Create three empty classes A, B and C that publicly inherit from Base.

Write a function "Base * generate(void);" that randomly instanciates A, B or C and returns the instance as a Base pointer. Feel free to use anything you like for the randomness.

Write a function "void identify_from_pointer(Base * p);" that displays "A", "B" or "C" according to the real type of p.

Write a function "void identify_from_reference(Base & p);" that displays "A", "B" or "C" according to the real type of p.

Wrap these three functions in a program that prooves that everything works as intended. Including <typeinfo> is forbidden.