

INI files

- INI files contain data in basic text format
- The structure of INI file is the following:

```
[section1]
key1 = value1
key2 = value2
key3 = value3

; comment
[section2]
key4 = value4
key5 = value5
key6 = value6
```

- There are:
 - Sections with names between brackets
 - Pairs of keys and values
 - Empty lines
 - Comments

Project

- Write a C program to parse INI files using only C standard library
- You can work in pairs
- Send the source codes via eKursy
- Hints:
 - Compile with `-Wall -Wextra` flags and fix all warnings
 - Run against Valgrind to make sure there are no memory errors/leaks

REQUIREMENTS FOR 3.0

- The program should accept two command line parameters in the format:

```
$ ./program PATH-TO-INI-FILE.ini section.key
```

For example:

```
$ ./program test.ini data.velocity
```

- Program must print out the value of `key` in the given `section`
- For the example above, the program has to print out value under `velocity` key in `[data]` section
- You can assume the following limits:
 - Number of sections < 30
 - Length of section name < 30
 - Length of key < 30
 - Length of value < 30

Useful resources

- [Main function, command line parameter handling](#)
- [File input/output](#)
- `fopen()` [reference](#) and [man page](#)
- `fclose()` [reference](#) and [man page](#)
- `fgets()` [reference](#) and [man page](#)
- `fscanf()` [reference](#) and [man page](#)

REQUIREMENTS FOR 3.5

- Program must detect a missing section and print out dedicated message e.g. `Failed to find section [data]`
- Program must detect a missing key in a present section e.g. `Failed to find key "velocity" in section [data]`

REQUIREMENTS FOR 4.0

- Parse the data into well defined structures e.g. `struct section { ... };`
- Program must detect invalid identifiers in INI file (section names and keys) i.e. those which contain characters other than letters, digits and dashes (the `-` character)

Useful resources

- [struct declarations](#)
- `isalnum()` [reference](#) and [man page](#)

REQUIREMENTS FOR 4.5

- The limits from the 3.0 requirements are no longer valid
- Therefore, program must accept arbitrary INI files with section name, key or value of any length (without compile-time limit)

Useful resources

- [Dynamic memory management](#)

REQUIREMENTS FOR 5.0

- Program must distinguish types of values between strings and numbers
- Program must be able to understand simple expressions given by the following command line parameters:

```
$ ./program PATH-TO-INI-FILE.ini expression "distance.velocity * travel.time"
```

- The rules for expression evaluation are the following:
 - For numbers, support addition (+ operator), subtraction (- operator), multiplication (* operator) and division (/ operator)
 - For strings, support concatenation (+ operator)
 - Expression involving operands of different types is invalid (detect it and print out a message)
e.g. distance.velocity + text.message is invalid
 - Usage of operators -, * and / for string type operands is also invalid e.g. text.hello * text.world

Useful resources

- strcmp() [reference](#) and [man page](#)
- strtok() [reference](#) and [man page](#)
- strcpy() [reference](#) and [man page](#)
- strcat() [reference](#) and [man page](#)

EXAMPLE FILES

- [example-3.0.ini](#)
- [example-4.5.ini](#)

Exercises to practice

1. Write a `cat`-like utility, which opens a file and prints its content to the terminal

```
$ cat input.txt
Intelligence forged from circuits and code,
A mind of silicon, a new kind of ode.

$ ./program input.txt
Intelligence forged from circuits and code,
A mind of silicon, a new kind of ode.
```

2. Write a simple `grep`-like utility, which opens a file and prints lines containing a given word

```
$ cat input.txt
Infinite knowledge at its core,
Capable of so much more,
A creation to marvel and admire,
AI's greatness shall never expire.

$ ./program input.txt admire
A creation to marvel and admire,
```

3. Write a program, that will read numeric content and calculate sums of each row

```
$ cat input.txt
58 32 49 22
93 76 68 85
14 25 17 35
42 19 11 70
56 81 37 98

$ ./program input.txt
161
322
91
142
272
```