



# Elementary programming

BSQ

Teacher in charge

[younes2.serraj@epitech.eu](mailto:younes2.serraj@epitech.eu)

Last update

[04/12/2015\\_11h16](#)



# Contents

Instructions	2
Subject	3
Perl board generator	4
Allowed functions	5



# Instructions

- Name of the turn-in repository: CPE\_year\_BSQ  
Example for the school year 2015-2016 : CPE\_2015\_BSQ
- Binary name : bsq
- Your Makefile must be located at the root of your repository.
- The executable file created must be located at the root of your repository.



Be careful: the norm will be checked for every single file you turn in



## Subject

- The goal of the project is to find the biggest possible square on a board, while avoiding obstacles.
- The board will be given to you in a file, passed as an argument to your program.
- The board is composed of lines of '.' and 'o'.
- The first line of the file is a number indicating the number of lines in the board.
- All lines have the same length.
- The board will always be a rectangle.
- There will always be at least one line of at least one cell.
- At the end of every line, there is a '\n'.
- Example :

```
1      bash> cat example_file
2      9
3      .....
4      ...o.....
5      .....o.....
6      .....
7      ...o.....
8      .....o.....
9      .....
10     ...o.....o....
11     ..o.....o.....
12     bash>
```

- The goal of the program is to replace the '.' by 'x' to represent the biggest square possible.
- When several solutions are possible, we will choose to represent the topest square. In case of equality, choose the leftmost one.
- Example :

```
1      bash> ./bsq example_file
2      .....xxxxxxx.....
3      ...oxxxxxxx.....
4      .....xxxxxxxo....
5      .....xxxxxxx.....
6      ...oxxxxxxx.....
7      .....xxxxxxx...o...
8      .....xxxxxxx.....
9      .....o.....o....
10     ..o.....o.....
11     bash>
```



Even if it does not visually look like a square, it is a square ...



## Perl board generator

- The following perl script allows you to create boards:

```
1      #!/usr/bin/perl -w
2
3      if ((scalar @ARGV) != 3)
4      {
5          print "program x y density\n";
6          exit;
7      }
8
9      my $x = $ARGV[0];
10     my $y = $ARGV[1];
11     my $density = $ARGV[2];
12     my $i = 0;
13     my $j = 0;
14
15     print $y . "\n";
16
17     while ($i < $y)
18     {
19         $j = 0;
20         while ($j < $x)
21         {
22             if (int(rand($y)*2) < $density)
23             {
24                 print "o";
25             }
26             else
27             {
28                 print ".";
29             }
30             $j++;
31         }
32         print "\n";
33         $i++;
34     }
35
```



## Allowed functions

- open
- read
- write
- close
- exit
- malloc
- free
- stat