```
theBomb.c
Jan 07, 14 14:47
                                                                               Page 1/4
   #include <stdio.h>
   #include <stdlib.h>
   #include <string.h>
   void explode(const int code);
5
   void readInput(char buffer[], const int bufferSize){
      int c:
      for(i=0; i<=bufferSize; ++i){</pre>
10
       c = getchar();
11
12
        /* this checks that you are at the end of the line */
13
14
        /* Windows encodes an end-of-line as two characters: \r\n */
15
        /* Linux just uses \n */
16
        /* This will accept either version */
        if(c == '\r'){
17
          c = getchar();
18
19
20
21
        if(c == '\n'){
          break;
22
23
        else if(i<bufferSize){</pre>
24
25
          buffer[i] = (char)c;
26
27
28
29
30
   void part1(){
31
32
      const int bufferSize = 12;
33
      char buffer[bufferSize];
      char target[] = "Careful";
34
      int i;
35
      const int n = strlen(target);
37
38
      readInput(buffer, bufferSize);
39
      for(i=0; i<n; i++){
       if(buffer[i] != target[i]){
41
42
          explode(1);
43
44
45
   int part2(){
      int i.z;
49
      const int bufferSize = 12;
50
      char buffer[bufferSize];
52
      readInput(buffer, bufferSize);
53
54
      /* atoi takes a string representation of a number (e.g. "1234") */
55
      /* and converts it to an int representation of the number (e.g. 1234) */
56
      z = atoi(buffer);
57
58
      if(!z)
        explode(20);
59
60
      z += 17;
61
62
      if(z != 93)
63
       explode(21);
64
65
      return z / 2;
67
   void part3(){
69
70
      int i.z;
71
     const int bufferSize = 12;
72
     char buffer[bufferSize];
```

```
theBomb.c
Jan 07, 14 14:47
                                                                                     Page 2/4
      readInput(buffer, bufferSize);
75
76
77
      while(i < bufferSize && (buffer[i] == 'Z' || buffer[i] == 'j')){</pre>
78
79
        i++;
80
81
      if(i != 3)
82
        explode(70);
83
84
85
   void part4(const int x){
86
      int i,y,z;
88
      const int bufferSize = 12;
89
      char buffer[bufferSize];
      readInput(buffer, bufferSize);
92
      /* atoi takes a string representation of a number (e.g. "1234") */
93
      /* and converts it to an int representation of the number (e.g. 1234) */
      z = atoi(buffer);
95
96
      if(!z)
97
        explode(20);
qq
      v = z;
100
      for(i=0; i<50; i++){
       y += z * i * y;
101
102
103
      if(z + 9 != x){
104
105
        explode(21);
106
107
108
   void part5(char buffer[], const int bufferSize){
  const char allowed[] = "az3hoPeACce6";
110
      int i, j, x;
112
      for(i=0; i<bufferSize; ++i){</pre>
114
115
        char c;
116
117
        x = getchar();
        if(x == EOF)
118
          explode(10);
119
        else if(x == '\n')
120
          explode(11);
121
122
123
        c = (char)x;
124
        for(j=2; j<10; ++j)
125
           if(c == allowed[i]){
             buffer[i] = c + 1;
126
             break;
127
128
129
        if(j == 10){
130
131
           explode(12);
132
133
134
      i = 0;
136
      for(i=1; i<bufferSize; ++i){</pre>
137
        if(buffer[i] != buffer[i-1]){
138
139
           j = 1;
140
           break;
141
142
      if(j == 0)
143
        explode(13);
144
145
      /* this checks that you are at the end of the line */
```

```
theBomb.c
Jan 07, 14 14:47
                                                                                      Page 3/4
      /* Windows encodes an end-of-line as two characters: \r\ */
      /* Linux just uses \n */
148
      /* This will accept either version */
      x = getchar();
150
      if(x == '\r')
151
152
        x = qetchar();
      if(x != '\n')
153
        explode(14);
154
155
156
157
158
    void part6(const char buf1[], const int bufSize){
      char buf2[bufSize];
159
160
      int i, c;
161
      readInput(buf2, bufSize);
162
163
      for(i=0; i<bufSize; ++i){</pre>
164
165
        if(buf1[i] != buf2[bufSize - 1 - i])
           explode(-44);
166
167
168
169
170
    void part7(int *x){
      int y = 29;
int *z = &y;
172
173
      int k;
174
175
      const int bufSize = 12;
176
      char buffer[bufSize];
177
178
179
      *z -= 3;
180
      readInput(buffer, bufSize);
181
182
      /* atoi takes a string representation of a number (e.g. "1234") */
183
      /* and converts it to an int representation of the number (e.g. 1234) */
184
      k = atoi(buffer);
185
      if(k + *x != y)
187
        explode(70);
188
189
190
191
   void theBomb(){
192
193
      const int bufSize = 10;
      char buffer[bufSize];
194
195
      int result;
196
      printf("Enter the stage 1 password: ");
198
      part1();
      printf("Stage 1 defused.\n");
199
200
      printf("Enter the stage 2 password: ");
201
      result = part2();
202
      printf("Stage 2 defused.\n");
203
204
      printf("Enter the stage 3 password: ");
205
206
      part3();
      printf("Stage 3 defused.\n");
207
208
      printf("Enter the stage 4 password: ");
209
210
      part4(result);
      printf("Stage 4 defused.\n");
211
212
      printf("Enter the stage 5 password: ");
213
      part5(buffer, bufSize);
214
      printf("Stage 5 defused.\n");
215
216
      printf("Enter the stage 6 password: ");
217
      part6(buffer, bufSize);
218
      printf("Stage 6 defused.\n");
219
```

```
Printed by Britton Wolfe
                                             theBomb.c
Jan 07, 14 14:47
                                                                                        Page 4/4
      printf("Enter the stage 7 password: ");
221
222
      part7(&result);
      printf("Stage 7 defused.\n");
223
224
225
      printf("The entire bomb has been defused.\n");
226
227
```