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Use "make" to compile all program file

2.1 Wildcard Matching

mymatch - split pStr by white space then compare str if match pPattern mymatch(char ***pppList , const char *pStr, const char *pPattern);

2.2 IEEE 754

Input a double precision and the program will print number with 2 base. And show the detail of number.

2.3 Puella Magi Madoka Magica

Entity_ctor - creat a Entity Entity *Entity_ctor(Entity *this);

Entity_dtor - delete a Entity void Entity_dtor(Entity *this);

Entity_is_dead - detect if Entity is dead int Entity_is_dead(void *this);

Shoujo_ctor - creat a Shoujo Shoujo *Shoujo_ctor(Shoujo *this, const char *name, const char *wish);

Shoujo_dtor - delete a Shoujo void Shoujo_dtor(Shoujo *this);

Shoujo_is_dead - detect if Shoujo is dead int Shoujo_is_despair(void *this);

Shoujo_do_wish - Shoujo do a wish void Shoujo_do_wish(void *this);

Shoujo_despair - shoujo become despair void Shoujo_despair(void *this);

Mahoushoujo_ctor_ctor - creat a Mahoushoujo_ctor Mahoushoujo *Mahoushoujo_ctor(Mahoushoujo *this, const char *name, const char *wish, Skill skill);

Mahoushoujo_dtor - delete a Mahoushoujo void Mahoushoujo_dtor(Mahoushoujo *this);

Mahoushoujo_do_wish - Mahoushoujo do a wish void Mahoushoujo_do_wish(void *this);

Mahoushoujo_attack - Mahoushoujo attack enemy void Mahoushoujo_attack(Mahoushoujo *this, Entity *enemy);

Mahoushoujo_despair - Mahoushoujo become despair void Mahoushoujo_despair(void *this);

Majo_ctor - creat a Majo Majo *Majo_ctor(Majo *this, const char *name, const char *wish);

Majo_dtor - delete a Majo void Majo_dtor(Majo *this);

Majo_attack - Majo attack enemy void Majo_attack(Majo *this, Entity *enemy);

Majo_kekkai - Majo use kekkai to shoujo void Majo_kekkai(Majo *this, Shoujo *sj);

Majo_despair - Majo become despair void Majo_despair(void *this);

Madoka_skill - Madoka use skill void Madoka_skill(void *this, void *target);

Homura_skill - Homura use skill void Homura_skill(void *this, void *target);

Sayaka_skill - Sayaka use skill void Sayaka_skill(void *this, void *target);

Kyoko_skill - Kyoko use skill void Kyoko_skill(void *this, void *target);

2.4 Mixed Fraction Arithmetic

Counting Fraction Arithmetic.

2.5 Vector

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myvector_init - init vector sVector *myvector_init();

myvector_set - set vector int myvector_set(sVector *pVector , uint8_t type, double a, double b);

myvector_print - print vector data int myvector_print(const sVector *pVector , uint8_t type);

myvector_add - add two vectors int myvector_add(sVector *pA, const sVector *pB, const sVector *pC);

myvector_inner_product - inner product two vectors int myvector_inner_product(double *pA, const sVector *pB, const sVector *pC);

myvector_area - count Area with two vectors int myvector_area(double *pArea , const sVector *pB, const sVector *pC);

myvector_cvp - find cloest point(pX, pY) to point(pTX, pTY) int myvector_cvp(double *pX, double *pY, const double *pTx, const double *pTy, const sVector *pA, const sVector *pB);