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| Write a program that takes two strings and displays, without doubles, the characters that appear in both strings, in the order they appear in the first one. |

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| The display will be followed by a \n. | |
| If the number of arguments is not 2, the program displays \n. | | |
| Examples: |
| $>./inter "padinton" "paqefwtdjetyiytjneytjoeyjnejeyj" | cat -e | | | |

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| padinto$ |

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| $>./inter ddf6vewg64f gtwthgdwthdwfteewhrtag6h4ffdhsd | cat -e |

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| df6ewg4$ |

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| --- |
| $>./inter "nothing" "This sentence hides nothing" | cat -e |

|  |
| --- |
| nothig$ |

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| --- |
| $>./inter | cat -e |

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| #include <unistd.h>  static void \_putchar(char c)  {  write(1, &c, 1);  }  static int \_contain\_until(char c, const char \*s, int max\_i)  {  int i;  i = 0;  while (i < max\_i && s[i])  {  if (s[i] == c)  return (1);  i++;  }  return (0);  }  static void \_inter(const char \*s1, const char \*s2)  {  int i;  i = 0;  while (s1[i])  {  if (!\_contain\_until(s1[i], s1, i) && \_contain\_until(s1[i], s2, 10000))  \_putchar(s1[i]);  i++;  }  }  int main(int argc, char \*argv[])  {  if (argc == 3)  \_inter(argv[1], argv[2]);  \_putchar('\n');  return (0);  } | |  | | --- | | #include <unistd.h> |  |  | | --- | | #include <stdio.h> |  |  | | --- | | int main (int argc, char \*argv[]) |  |  | | --- | | { |  |  | | --- | | int used[255]; //Extended ASCII Codes |  |  | | --- | | int i, j; |  |  | | --- | | i = 0; |  |  | | --- | | while(i++ < 255) |  |  | | --- | | used[i] = 0; |  |  | | --- | | if (argc == 3) |  |  | | --- | | { |  |  | | --- | | i = 0; |  |  | | --- | | while (argv[1][i]) |  |  | | --- | | { |  |  | | --- | | j = 0; |  |  | | --- | | while (argv[2][j]) |  |  | | --- | | { |  |  | | --- | | if (argv[1][i] == argv[2][j] && !used[(int)argv[1][i]]) |  |  | | --- | | { |  |  | | --- | | used[(int)argv[1][i]] = 1; |  |  | | --- | | write(1, &argv[1][i], 1); |  |  | | --- | | } |  |  | | --- | | ++j; |  |  | | --- | | } | |  |  |  | | --- | | ++i; |  |  | | --- | | } |  |  | | --- | | } |  |  | | --- | | write(1, "\n", 1); |  |  | | --- | | return (0); |   } |