



C Piscine

Day 24  
The Spy Who Coded me

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*Abstract: THE FOLLOWING TAKES PLACE BETWEEN 12.00 P.M. AND 1.00 P.M.*

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# Chapter I

## Instructions

- Only this page will serve as reference: do not trust rumors.
- Watch out! This document could potentially change up to an hour before submission.
- Make sure you have the appropriate permissions on your files and directories.
- You have to follow the submission procedures for every exercise.
- Your exercises will be checked and graded by your fellow classmates.
- On top of that, your exercises will be checked and graded by a program called Moulinette.
- Moulinette is very meticulous and strict in its evaluation of your work. It is entirely automated and there is no way to negotiate with it. So if you want to avoid bad surprises, be as thorough as possible.
- Moulinette is not very open-minded. It won't try and understand your code if it doesn't respect the Norm. Moulinette relies on a program called **Norminator** to check if your files respect the norm. TL;DR: it would be idiotic to submit a piece of work that doesn't pass **Norminator**'s check.
- These exercises are carefully laid out by order of difficulty - from easiest to hardest. We **will not** take into account a successfully completed harder exercise if an easier one is not perfectly functional.
- Using a forbidden function is considered cheating. Cheaters get -42, and this grade is non-negotiable.
- If `ft_putchar()` is an authorized function, we will compile your code with our `ft_putchar.c`.
- You'll only have to submit a `main()` function if we ask for a program.

- Moulinette compiles with these flags: -Wall -Wextra -Werror, and uses `gcc`.
- If your program doesn't compile, you'll get 0.
- You cannot leave any additional file in your directory than those specified in the subject.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- Your reference guide is called `Google / man / the Internet / ....`
- Check out the "C Piscine" part of the forum on the intranet.
- Examine the examples thoroughly. They could very well call for details that are not explicitly mentioned in the subject...
- By Odin, by Thor ! Use your brain !!!

# Chapter II

## Anonymous sbire

As far as I remember, I always wanted to become an anonymous henchman for Dr. Evil .

I started as anonymous student of the foundation of Dr. Evil. I climbed many levels, I graduated with honors, I joined the henchmen team right away. Certainly, my personal life was affected : the meetings of the committee of support, the bootcamps to win evil badges, door-to-door selling cookies...

But today, finally, my dream come true. I am in the front-row seats of a fistfight between Dr. Evil and Austin Powers.

I was afraid the last few hours. When all the robots went into overload at the Elysee Palace, I hid in my tool shed. This is one of the many privileges available to my cover : anonymous gardener. I've dragged a female-bot about to overheat, hoping to earn points on my next interview. Unfortunately, it was too late, and she is now fully formatted. One more robot body - where will the madness of men stop ?

Courageously, Dr. Evil went to meet Austin Powers. Of course, he confessed. Of course, his plan was annihilated. Of course, he hated him. But his not the type of guy to give up. Even when he was disarmed, he fought bare handed.

I think I'm spotted. Donnie Matrix and President Justinus Obama noticed me. Everyone knows that the life span of an anonymous henchman is very short, even in the presence of Dr. Evil.


I accepted my fate. You realize ? I'm an anonymous henchman. And I have the chance to scream before dying « Go, Dr. Evil, go !» .

# Chapter III

## ft\_ultimate\_fight

The final battle between austin\_powers, donnie\_matrix and le dr\_evil is now !  
Hint : we're still rooting for Austin and Donnie.

FIGHT !

	Exercice : 21
ft_ultimate_fight	
Turn-in directory : <i>ex21/</i>	
Files to turn in : <code>ft_ultimate_fight.c</code> , <code>ft_ultimate_fight.h</code>	
Allowed functions : <code>write</code>	
Remarks : n/a	

Recover your "fight simulator" from exercise 15 and add the following hits :

- KICK1 ; 13 points ; un judo chop ichi
- KICK2 ; 3 points ; un judo chop ni
- KICK3 ; 18 points ; un judo chop san
- KICK4 ; 9 points ; un judo chop shi
- KICK5 ; 11 points ; un judo chop go
- KICK6 ; 13 points ; un judo chop roku
- KICK7 ; 8 points ; un judo chop shichi
- KICK8 ; 6 points ; un judo chop hachi
- KICK9 ; 11 points ; un judo chop ku
- KICK10 ; 9 points ; un judo chop ju
- KICK11 ; 18 points ; un judo chop hyaku

- KICK12 ; 10 points ; un judo chop sen



Hmm... There's a more intelligent idea than the your original one.  
True story.