

Suh

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Secret Handshake




 Completed

 Medium

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 **Iteration 1**

Latest

Submitted via Editor, 2 days ago

zcl_secret_handshake.clas.abap



```
1  CLASS zcl_secret_handshake DEFINITION
2      PUBLIC
3      FINAL
4      CREATE PUBLIC .
5
6      PUBLIC SECTION.
7          METHODS get_commands
8              IMPORTING code          TYPE i
9              RETURNING VALUE(commands) TYPE string_table.
10     PROTECTED SECTION.
11     PRIVATE SECTION.
12 ENDCLASS.
13
14 CLASS zcl_secret_handshake IMPLEMENTATION.
15
16     METHOD get_commands.
17         DATA: actions          TYPE string_table, " Lista de ações
18               reversed_actions  TYPE string_table, " Lista de ações revertidas
19               binary_code       TYPE string,       " Código binário
20               temp_code         TYPE i,           " Código temporário para conversão
21               remainder         TYPE i,           " Resto da divisão para binário
22               reverse_flag      TYPE abap_bool.   " Flag para reversão
23
24         " Inicializar ações e binário
25         CLEAR: actions, reversed_actions, binary_code.
26         temp_code = code.
27
28         " Converter número para binário (5 bits)
29         DO 5 TIMES.
30             remainder = temp_code MOD 2.
31             binary_code = |{ remainder }{ binary_code }|.
32             temp_code = temp_code DIV 2.
33         ENDDO.
34
35         " Determinar ações com base no binário
36         IF binary_code+4(1) = '1'. APPEND 'wink' TO actions. ENDIF.
37         IF binary_code+3(1) = '1'. APPEND 'double blink' TO actions. ENDIF.
38         IF binary_code+2(1) = '1'. APPEND 'close your eyes' TO actions. ENDIF.
39         IF binary_code+1(1) = '1'. APPEND 'jump' TO actions. ENDIF.
40
41         " Verificar se a ordem precisa ser revertida
42         IF binary_code+0(1) = '1'.
43             LOOP AT actions INTO DATA(action).
44                 INSERT action INTO reversed_actions INDEX 1.
45             ENDMETHOD.
46             commands = reversed_actions.
47         ELSE.
48             commands = actions.
49         ENDIF.
50
51     ENDMETHOD.
52
53 ENDCLASS.
54
```

 Analysis

 Tests



 11 tests passed



 PASSED

Test 1
WINK_FOR_1



 PASSED

Test 2
DOUBLE_BLINK_FOR_10



 PASSED

Test 3
CLOSE_YOUR_EYES_FOR_100



 PASSED

Test 4
JUMP_FOR_1000



 PASSED

Test 5
COMBINE_TWO_ACTIONS



 PASSED

Test 6
REVERSE_TWO_ACTIONS



 PASSED

Test 7
REVERSE_ONE_ACTIONS



 PASSED

Test 8
REVERSE_NO_ACTION



 PASSED

Test 9
ALL_POSSIBLE_ACTIONS



 PASSED

Test 10
REVERSE_ALL_POSSIBLE_ACTIONS



 PASSED

Test 11
DO_NOTHING_FOR_ZERO

