

C Piscine
Day 03

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Abstract: This document is the subject for Day03 of the C Piscine @ 42.

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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 all your exercises.
- 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 a -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 have to submit a main() function only if we ask for a program.

Chapter II

Foreword

Vincent: And you know what they call a... a... a Quarter Pounder with Cheese in Paris?

Jules: They don't call it a Quarter Pounder with cheese?

Vincent: No man, they got the metric system. They wouldn't know what the fuck a Quarter Pounder is.

Jules: Then what do they call it?

Vincent: They call it a Royale with cheese.

Jules: A Royale with cheese. What do they call a Big Mac?

Vincent: Well, a Big Mac's a Big Mac, but they call it le Big-Mac.

Jules: Le Big-Mac. Ha ha ha ha. What do they call a Whopper?

Vincent: I dunno, I didn't go into Burger King.

At least one of the following exercices has nothing to do you with a Royale with cheese.

Chapter III

Exercise 00 : ft_ft

9	Exercice: 00	
	ft _ft	
Turn-in directory : $ex00/$		
Files to turn in: ft_ft.c		/
Allowed functions: Nothing		
Remarks : n/a		

- Create a function that takes a pointer to int as a parameter, and sets the value "42" to that int.
- Here's how it should be prototyped :

void ft_ft(int *nbr);

Chapter IV

Exercise 01 : ft_ultimate_ft

	Exercice: 01	
/	${ m ft_ultimate_ft}$	
Turn-in directory: ex01/		
Files to turn in: ft_ultimate_ft.c		
Allowed functions: Nothing		
Remarks : n/a		

- Create a function that takes a pointer to int as a parameter and sets the value "42" to that int.
- Here's how it should be prototyped :

void ft_ultimate_ft(int *******nbr);

Chapter V

Exercise 02: ft_swap

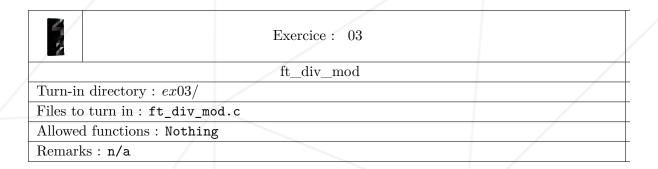
	Exercice: 02	
	ft_swap	
Turn-in directory : $ex02/$		
Files to turn in : ft_swap.c		
Allowed functions: Nothing		
Remarks : n/a		

- Create a function that swaps the value of two integers whose addresses are entered as parameters.
- Here's how it should be prototyped :

void ft_swap(int *a, int *b);

Chapter VI

Exercise 03: ft_div_mod



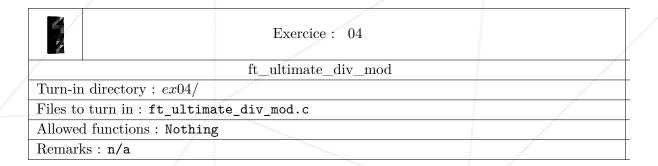
 \bullet Create a function ${\tt ft_div_mod}$ prototyped like this :

void ft_div_mod(int a, int b, int *div, int *mod);

• This function divides parameters a by b and stores the result in the int pointed by div. It also stores the remainder of the division of a by b in the int pointed by mod.

Chapter VII

Exercise 04: ft_ultimate_div_mod



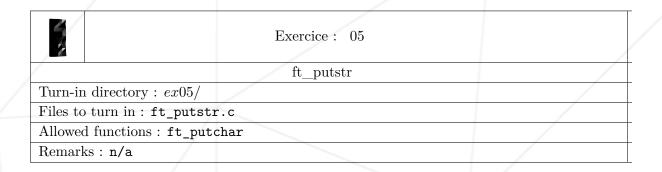
• Create a function ft_ultimate_div_mod with the following prototype :

void ft_ultimate_div_mod(int *a, int *b);

• This function divides parameters a by b. The result of this division is stored in the int pointed by a. The remainder of the division is stored in the int pointed by b.

Chapter VIII

Exercise 05: ft_putstr

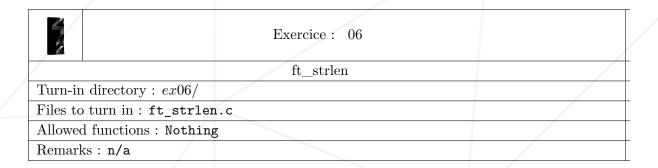


- Create a function that displays a string of characters on the standard output.
- Here's how it should be prototyped :

void ft_putstr(char *str);

Chapter IX

Exercise 06 : ft_strlen



- Create a function that counts and returns the number of characters in a string.
- \bullet Here's how it should be prototyped :

int ft_strlen(char *str);

Chapter X

Exercise 07: ft_strrev

Exercice: 07

ft_strrev

Turn-in directory: ex07/

Files to turn in: ft_strrev.c

Allowed functions: Nothing

Remarks: n/a

- Create a function that reverses the order of characters in a string.
- It has to return str.
- Here's how it should be prototyped :

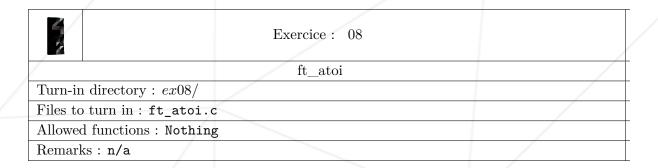
```
char *ft_strrev(char *str);
```

• Example:

```
a => a
ab => ba
abcde => edcba
```

Chapter XI

Exercise 08: ft_atoi



- Reproduce the behavior of the function atoi (man atoi).
- Here's how it should be prototyped :

int ft_atoi(char *str);

Chapter XII

Exercise 09 : ft_sort_integer_table

Exercice: 09	
ft_sort_integer_table	
Turn-in directory : $ex09/$	
Files to turn in: ft_sort_integer_table.c	
Allowed functions: Nothing	
Remarks: n/a	

- Create a function which sorts an array (table) of integers by ascending order.
- The arguments are a pointer to int and the number of ints in the array.
- Here's how it should be prototyped:

void ft_sort_integer_table(int *tab, int size);