

# Sprint 01

Marathon C

April 15, 2020



**u**code

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# Engage



## DESCRIPTION

Hey, wazzup?

You started to learn programming. That's nice! Let's go further.  
During this challenge, you will learn the basics of writing code in `C`.

We invite you to start learning programming from `C` because:

- `C` is a great foundation for learning other programming languages
- `C` is built on basic programming concepts and it is very simple to understand how to develop programs using it
- When using `C`, you are always aware of how your program works under the hood. It doesn't hide anything from you. You've got the power
- And last but not least, coding on `C` in accordance with the `Auditor` will help you to develop a mindset of a true programmer

WELCOME TO `C`!

PLEASE, FOLLOW ME

## BIG IDEA

Develop a programmer mindset.

## ESSENTIAL QUESTION

What are the components of the simplest C program?

## CHALLENGE

Learn the basics of C.

# Investigate



## GUIDING QUESTIONS

We invite you to find answers to the following questions. By researching and answering them, you will gain the knowledge necessary to complete the challenge. To find answers, ask the students and search the internet. We encourage you to ask as many questions as possible. Note down your findings and discuss them with your peers.

- What do you remember the most from yesterday?
- How was your **Sprint** yesterday? How many tasks have you done?
- What topics were unclear to you?
- What programming languages do you know? What do you know about them?
- What do you know about the C language?
- How to write "Hello World!" in C?

## GUIDING ACTIVITIES

Complete the following activities. Don't forget that you have a limited time to overcome the challenge. Use it wisely. Distribute tasks correctly.

- Discuss the weather with the other students. What are their favorite cookies? What we really mean here is: create a friendly work environment to ensure comfortable cooperation and effective Peer-to-Peer.
- Repeat the basics from yesterday. Create and remove some test files only using Unix-commands.
- Open test files using **Vim** or **Emacs**. Write something. Google some hotkeys and commands for text editors that can increase your productivity.
- **Man** unfamiliar words.
- Watch some C tutorials on **YouTube**. Type "learn c" in the search bar.
- Open **Terminal**. Create and open a new file **hello\_world.c** using **Vim** or **Emacs**.
- Write a "Hello world" program using the **printf** function. Save the file.
- Compile this file as follows  

```
clang -std=c11 -Wall -Wextra -Werror -Wpedantic hello_world.c -o hello_world.
```
- Run your program with **./hello\_world**.
- Try to write the same program using the **write** function instead of **printf**.
- **Auditor** is a style guide for **C**. You can find the pdf of the Auditor **here** or in **LMS->Media**. Keep in mind that you must follow the Auditor rules for all the code you write in **C**.
- Clone your git repository that is issued on the challenge page in the LMS. Use **git clone** for this.
- You are ready to do the **t00**.
- Communicate with students and share information.



## ANALYSIS

Analyze your findings. What conclusions have you made after completing guiding questions and activities? In addition to your thoughts and conclusions, here are some more analysis results.

- Be attentive to all statements of the story. Examine the given examples carefully. They may contain details that are not mentioned in the task.
- Analyze all information you have collected during the preparation stages.
- Perform only those tasks that are given in this document.
- Submit your files using the layout described in the story. Only useful files allowed, garbage shall not pass!
- Compile C-files with clang compiler and use these flags:  
`clang -std=c11 -Wall -Wextra -Werror -Wpedantic .`
- Pay attention to what is allowed in a certain task. Use of forbidden stuff is considered a cheat and your tasks will be failed.
- Complete tasks according to the rules specified in the `Auditor`.
- The solution will be checked and graded by students like you. *Peer-to-Peer learning*.
- Also, the challenge will pass automatic evaluation which is called `Oracle`.
- If you have any questions or don't understand something, ask other students or just Google it.
- Use your brain and follow the white rabbit to prove that you are the Chosen one!

# Act: Task 00



## NAME

Hello world

## DIRECTORY

t00/

## SUBMIT

main.c

## ALLOWED FUNCTIONS

printf

## DESCRIPTION

Create a program that outputs the text below to standard output followed by a newline.

## CONSOLE OUTPUT

```
>clang -std=c11 -Wall -Wextra -Werror -Wpedantic -o hello_world main.c
>./hello_world | cat -e
Hello World$
>
```

## FOLLOW THE WHITE RABBIT

man 3 printf

# Act: Task 01



## NAME

Say wake up

## DIRECTORY

```
t01/
```

## SUBMIT

```
mx_say_wake_up.c
```

## ALLOWED FUNCTIONS

```
printf
```

## DESCRIPTION

Create a function that outputs the text below to standard output followed by a newline.

## SYNOPSIS

```
void mx_say_wake_up(void);
```

## CONSOLE OUTPUT

```
>./mx_say_wake_up | cat -e
Wake up, NEO \ ( ^_^ ) / ...$
The Matrix has you ...$
>
```

## FOLLOW THE WHITE RABBIT

```
man 3 printf
```

# Act: Task 02



## NAME

Write knock, knock

## DIRECTORY

```
t02/
```

## SUBMIT

```
mx_write_knock_knock.c
```

## ALLOWED FUNCTIONS

```
write, strlen
```

## DESCRIPTION

Create a function that outputs the text below to standard output followed by a newline.

## SYNOPSIS

```
void mx_write_knock_knock(void);
```

## CONSOLE OUTPUT

```
>./mx_write_knock_knock | cat -e
Follow the white rabbit.$
Knock, knock, Neo.$
>
```

## FOLLOW THE WHITE RABBIT

```
man 2 write
man strlen
```



# Act: Task 03



## NAME

`Matrix voice`

## DIRECTORY

`t03/`

## SUBMIT

`mx_matrix_voice.c`

## ALLOWED FUNCTIONS

`write`

## DESCRIPTION

Create a function that outputs the smallest unit of matrix voice - beep (sound signal).

## SYNOPSIS

```
void mx_matrix_voice(void);
```

## CONSOLE OUTPUT

```
>./mx_matrix_voice | cat -e
~G%
>
```

## FOLLOW THE WHITE RABBIT

```
man 2 write
man ascii
```

## SEE ALSO

`Matrix voice`

# Act: Task 04



## NAME

Print character

## DIRECTORY

```
t04/
```

## SUBMIT

```
mx_printchar.c
```

## ALLOWED FUNCTIONS

```
write
```

## DESCRIPTION

Create a function that outputs a single character to standard output.

## SYNOPSIS

```
void mx_printchar(char c);
```

## FOLLOW THE WHITE RABBIT

```
man 2 write  
man ascii
```

# Act: Task 05



## NAME

Only printable

## DIRECTORY

```
t05/
```

## SUBMIT

```
mx_only_printable.c, mx_printchar.c
```

## ALLOWED FUNCTIONS

```
write
```

## DESCRIPTION

Create a function that outputs all printable characters in reverse order to standard output followed by a newline.

**Hint:** Space is a printable character.

## SYNOPSIS

```
void mx_only_printable(void);
```

## FOLLOW THE WHITE RABBIT

```
man ascii
```

# Act: Task 06



## NAME

Hexadecimal

## DIRECTORY

```
t06/
```

## SUBMIT

```
mx_hexadecimal.c, mx_printchar.c
```

## ALLOWED FUNCTIONS

```
write
```

## DESCRIPTION

Create a function that outputs characters representing hexadecimal numerals in ascending order to standard output followed by a newline. Characters must be in uppercase.

## SYNOPSIS

```
void mx_hexadecimal(void);
```

## EXAMPLE

```
void mx_hexadecimal(void); //prints 0...F ; there must be all characters instead of ...
```

## FOLLOW THE WHITE RABBIT

```
man ascii
```

# Act: Task 07



## NAME

Print alphabet

## DIRECTORY

```
t07/
```

## SUBMIT

```
mx_print_alphabet.c, mx_printchar.c
```

## ALLOWED FUNCTIONS

```
write
```

## DESCRIPTION

Create a function that outputs the alphabet, alternating upper and lower case characters in ascending order to standard output followed by a newline. See the output in the **EXAMPLE** below.

## SYNOPSIS

```
void mx_print_alphabet(void);
```

## EXAMPLE

```
mx_print_alphabet(); //prints AbC... ; there must be full alphabet instead of ...
```

## FOLLOW THE WHITE RABBIT

```
man ascii
```

# Act: Task 08



## NAME

String length

## DIRECTORY

t08/

## SUBMIT

mx\_strlen.c

## ALLOWED FUNCTIONS

None

## DESCRIPTION

Create a function that has the same behaviour as the corresponding standard libc function `strlen`.

## SYNOPSIS

```
int mx_strlen(const char *s);
```

## FOLLOW THE WHITE RABBIT

man 3 strlen

# Act: Task 09



## NAME

Print string

## DIRECTORY

t09/

## SUBMIT

mx\_printstr.c, mx\_strlen.c

## ALLOWED FUNCTIONS

write

## DESCRIPTION

Create a function that outputs a string of characters to standard output.

## SYNOPSIS

```
void mx_printstr(const char *s);
```

## FOLLOW THE WHITE RABBIT

man 2 write