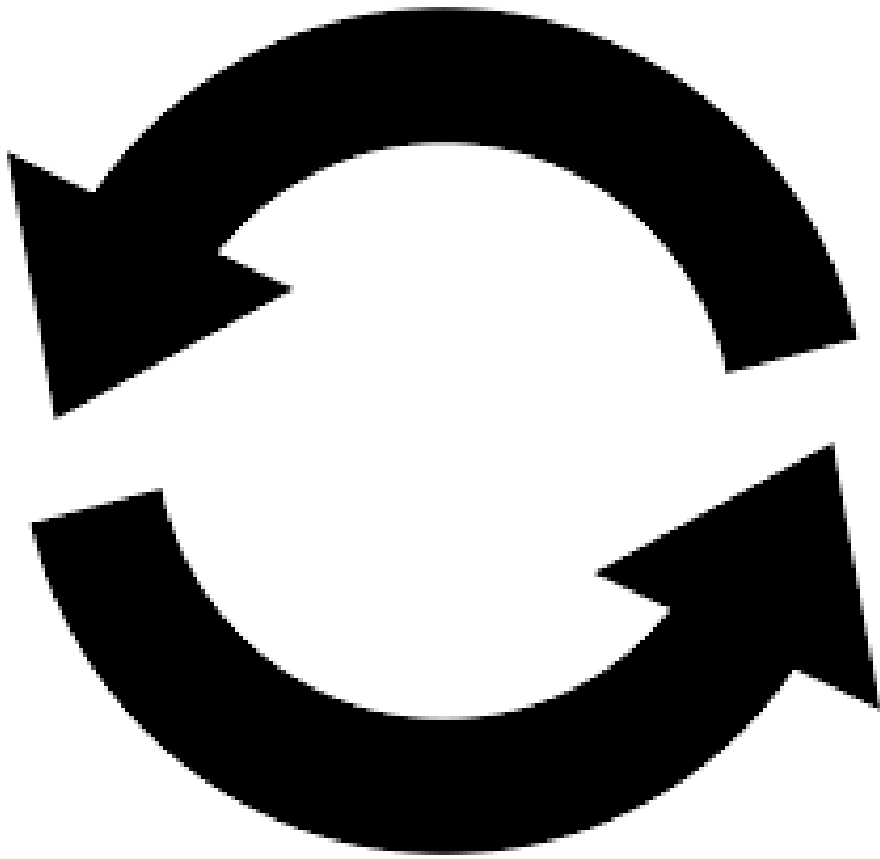

PUSHSWAP



The goal of the project:

The goal of the project is to learning data sorting,

The game is made up of two lists of numbers named l_a and l_b. In the beginning, l_b will be empty and l_a will contain a certain amount of positive or negative numbers. The objective of the game is to sort l_a.

In order to accomplish this, you will only have access to the following operation:

- sa
swap the first two elements of l_a (nothing will happen if there aren't enough elements).
- sb
swap the first two elements of l_b (nothing will happen if there aren't enough elements).
- sc
sa and sb at the same time.
- pa
take the first element from l_b and move it to the first position on the l_a list (nothing will happen if l_b is empty).
- pb
take the first element from l_a and move it to the first position on the l_b list (nothing will happen if l_a is empty).
- ra
rotate l_a toward the beginning, the first element will become the last.
- rb
rotate l_b toward the beginning, the first element will become the last.
- rr
ra and rb at the same time.
- rra
rotate l_a toward the end, the last element will become the first.
- rrb
rotate l_b toward the end, the last element will become the first.
- rrr
rra and rrb at the same time.

The goal is to sort the list by using the fewest possible operations.

Creator: Yaowanart HURE. Its project was made during my 1st year at Epitech LILLE.

How does it work?

EXAMPLES

Let $_a$ contain 2 1 3 6 5 8 and $_b$ be empty.

Here are the results of some operations (each step is done after the previous ones):

- sa
 $_a$ 1 2 3 6 5 8
 $_b$
- pb pb pb
 $_a$ 6 5 8
 $_b$ 3 2 1
- ra rb (or simply rr)
 $_a$ 5 8 6
 $_b$ 2 1 3
- rra rrb (or simply rrr)
 $_a$ 6 5 8
 $_b$ 3 2 1
- sa
 $_a$ 5 6 8
 $_b$ 3 2 1
- pa pa pa
 $_a$ 1 2 3 5 6 8
 $_b$

```
Terminal
~/B-CPE-110> ./push_swap 2 1 3 6 5 8 | cat -e
sa pb pb pb sa pa pa pa$
```

```
Terminal
~/B-CPE-110> ./push_swap 73 79 83 89 97 | cat -e
$
```

```
Terminal
~/B-CPE-110> ./push_swap 1789 | cat -e
$
```