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# reverse

● AVAILABLE

Go 6.13 kB go → 30% 2 Advanced

Ascii-reverse consists on reversing the process, converting the graphic representation into a text. You will have to create a text file containing a graphic representation of a random `string` given as an argument.

The argument will be a **flag**, `--reverse=<fileName>`, in which `--reverse` is the flag and `<fileName>` is the file name. The program must then print this `string` in **normal text**.

```
Usage: go run . [OPTION]

EX: go run . --reverse=<fileName>
```

If there are other `ascii-art` optional projects implemented, the program should accept other correctly formatted `[OPTION]` and/or `[BANNER]` .

Additionally, the program must still be able to run with a single `[STRING]` argument.

- Your project must be written in **Go**.
- The code must respect the good practices.
- It is recommended to have **test files** for unit testing.

- Only the standard Go packages are allowed.

This project will help you learn about :

- The Go file system(**fs**) API
- Data manipulation