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reverse





Objectives

You must follow the same <u>instructions</u> as in the first subject but this time the process will be reversed. desrever fo dnik siht toN.

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**.

• The flag must have exactly the same format as above, any other formats must return the following usage message:

```
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.

Instructions

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

Usage



Allowed packages

• Only the standard Go packages are allowed.

This project will help you learn about :

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

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Group

For that project, you need to be part of a group of at least 2 members.

You can either wait for someone to invite you, or to create your own group as a captain.

CREATE A GROUP