

← Back to graph

color

SUCCEEDED

Repo to create for this project → <https://01.alem.school/git/buzukbuzuk/ascii-art-color>

Go

6.13 kB

go → 27%

2

Advanced

Objectives

You must follow the same instructions as in the first subject but this time with colors.

The output should manipulate colors using the **flag** `--color=<color> <letters to be colored>` , in which `--color` is the flag and `<color>` is the color desired by the user and `<letters to be colored>` is the letter or letters that you can chose to be colored. These colors can be achieved using different notations (color code systems, like `RGB` , `hs1` , `ANSI` ...), it is up to you to choose which one you want to use.

- You should be able to choose between coloring a single letter or a set of letters.
- If the letter is not specified, the whole `string` should be colored.
- The flag must have exactly the same format as above, any other formats must return the following usage message:

```
Usage: go run . [OPTION] [STRING]

EX: go run . --color=<color> <letters to be colored> "something"
```

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.

Allowed packages

- Only the standard Go packages are allowed

This project will help you learn about :

- The Go file system(**fs**) API
- Color converters
- Data manipulation
- Terminal display

Audits

5 AUDITS REQUIRED

PROJECT SUCCEEDED

✓ almaratov

✓ yzhumyro

✓ sfaizull

✓ akiyazov