



B1 - Unix & C Lab Seminar

B-CPE-100

Workshop-Pointers-in-C

Just to be sure you know



Workshop-Pointers-in-C

language: C



- Your repository must contain the totality of your source files, but no useless files (binary, temp files, obj files,...).
- All the bonus files (including a potential specific Makefile) should be in a directory named *bonus*.
- Error messages have to be written on the error output, and the program should then exit with the 84 error code (0 if there is no error).

EXO 1: RETURN TO THE BASICS

Well, you already done it once, but it's a good practice. You'll need to able to do this exercise before move on to the others.

Try to do the famoso 'my_swap' of the Day04 of your amazing CPool.



If you're not able to do this exercise, you need to call an AER or a Pedago, he will help you with pleasure (except for Lucas...)

EXO 2: READY FOR THE NEXT STEP ?

Now that you know the basics, let's try to do something a little bit more complicated.

In this exercise, instead of swapping two integers, you'll swap two strings and print them. You must do only one function. Your function must be prototyped as follows:

```
void my_swap_str(char *first_string, char *second_string);
```



EXO 3: STEP BY STEP, DON'T NEED TO RUN

Something new ?

Write a function that finds the smallest value in an integer array passed as a parameter. It should be prototyped as follows:

```
void find_min_array(int *tab, int array_size);
```

EXO 3: AH ***, HERE WE GO AGAIN...

Write a function that finds the greatest value in an integer array passed as a parameter. It should be prototyped as follows:

```
void find_max_array(int *tab, int array_size);
```