Stymphalian Birds

Labour 05

Lou lou@42.us.org

Summary:

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Chapter I

Foreword

The Stymphalian birds were defeated by the hero Hercules in his Sixth Labour for Eurystheus.

Hercules could not go into the marsh to reach the nests of the birds, as the ground would not support his weight.

Athena, noticing the hero's plight, gave Hercules a rattle called a crotala, which Hephaestus had made especially for the occasion.

Hercules shook the crotala rattle (same as Castanets) and frightened the birds into the air.

Hercules then shot many of them with arrows tipped with poisonous blood from the slain Hydra.

The rest flew far away, never to plague Arcadia again.

Hercules brought some of the slain birds to Eurystheus as proof of his success.

Chapter II

Introduction

Hercules had to come in with the correct tools to defeat those plague carrying volatiles.
A hero must always come with the right tools.
We are a little bit more civilized nowadays and we don't just shoot birds out of the sky like this.
But modern hero still need to take on any new labour with the right set of tools.

Chapter III

Goals

This labour is made to make you more efficient and fast when you start a new project with all the repetitive settings you usually have to do.

Chapter IV

General instructions

So for this project you need to create some sort of automation of any project's basis you'll be creating from now on.

It can be written in any language you want.

Chapter V

Mandatory part

Write a script that create your project with at least a gitignore, if it's a C project it has to add a Makefile and src/lib.

You're script has to take options like the language of your project and the extend of the options (like if you're including your libft or so).

Try and get familiar with a high end language when scripting like this.

Make sure you're including plenty of options and detail them in a help option.

Chapter VI

Bonus part

The extend of your bonuses is up to you, for example you can make the script prompt you for what you want to add.

> ⚠ The purpose of this script is to make the start of your project faster, make sure your script doesn't have too many steps so it would take longer then before!