

```

int myAtoi(char * s){
    char* s_ptr;
    int number;
    bool check;
    int sign;

    number = 0;
    s_ptr = s;
    sign = 0;

    while(*s_ptr != '\0')
    {
        if( ( ( '0' <= *s_ptr ) && ( *s_ptr <= '9' ) ) ||
            ( ' ' == *s_ptr ) ||
            ( '+' == *s_ptr ) ||
            ( '-' == *s_ptr ) ||
            ( '.' == *s_ptr )
        )
        {
            if( ( '+' == *s_ptr ) || ( '-' == *s_ptr ) )
            {
                if(sign != 0)
                {
                    break;
                }

                sign = ( '-' == *s_ptr ) ? -1 : 1;
            }else if( *s_ptr == ' ' )
            {
                if(sign != 0)
                {
                    break;
                }
            }else if( *s_ptr == '.' )
            {
                break;
            }else if( ( '0' <= *s_ptr ) && ( *s_ptr <= '9' ) )
            {
                if(sign == 0)
                {
                    sign = 1;
                }

                if( (number > (INT_MAX / 10)) ||
                    (number == (INT_MAX / 10) && *s_ptr - '0' > 7)
                )
                {
                    return (sign == -1) ? INT_MIN : INT_MAX;
                }

                number = number*10 + (*s_ptr - '0');
            }

        }

        else if( 0 == number )
        {
            break;
        }else
        {
            if(sign != 0)
            {
                break;
            }
        }

        s_ptr++;
    }

    return sign*number;
}

```