



C++ Pool - d01

Memory allocation, References, Pointers to members,
File streams

Staff 42 bocal@staff.42.fr

Abstract: This document contains the subject for day 01 of 42's C++ pool.

Contents

I	General rules	2
II	Day-specific rules	4
III	Foreword	5
IV	Exercise 00: Heap of quadrupeds	6
V	Exercise 01 : Plumbing problem	7
VI	Exercise 02 : Plucking some brains	8
VII	Exercise 03 : Moar brainz !	9
VIII	Exercise 04 : HI THIS IS BRAIN	10
IX	Exercise 05 : HI BRAIN THIS IS HUMAN	11
X	Exercise 06 : Unnecessary violence	12
XI	Exercise 07 : Sed is for losers	14
XII	Exercise 08 : I ain't heard of no fancy switches	15
XIII	Exercise 09 : Over logging	16
XIV	Exercise 10 : Cat o' nine tails	17

Chapter I

General rules

- Any function implemented in a header (except in the case of templates), and any unprotected header, means 0 to the exercise.
- Every output goes to the standard output, and will be ended by a newline, unless specified otherwise.
- The imposed filenames must be followed to the letter, as well as class names, function names and method names.
- Remember: You are coding in C++ now, not in C anymore. Therefore:
 - The following functions are FORBIDDEN, and their use will be punished by a -42, no questions asked: `*alloc`, `*printf` and `free`.
 - You are allowed to use basically everything in the standard library. HOWEVER, it would be smart to try and use the C++-ish versions of the functions you are used to in C, instead of just keeping to what you know, this is a new language after all. And NO, you are not allowed to use the STL until you actually are supposed to (that is, until d08). That means no vectors/lists/maps/etc... or anything that requires an include `<algorithm>` until then.
- Actually, the use of any explicitly forbidden function or mechanic will be punished by a -42, no questions asked.
- Also note that unless otherwise stated, the C++ keywords `"using namespace"` and `"friend"` are forbidden. Their use will be punished by a -42, no questions asked.
- Files associated with a class will always be `ClassName.hpp` and `ClassName.cpp`, unless specified otherwise.
- Turn-in directories are `ex00/`, `ex01/`, ..., `exn/`.
- You must read the examples thoroughly. They can contain requirements that are not obvious in the exercise's description. If something seems ambiguous, you don't understand C++ enough.

- Since you are allowed to use the C++ tools you learned about since the beginning of the pool, you are not allowed to use any external library. And before you ask, that also means no C++11 and derivatives, nor Boost or anything your awesomely skilled friend told you C++ can't exist without.
- You may be required to turn in an important number of classes. This can seem tedious, unless you're able to script your favorite text editor.
- Read each exercise FULLY before starting it ! Really, do it.
- The compiler to use is `clang++`.
- Your code has to be compiled with the following flags : `-Wall -Wextra -Werror`.
- Each of your includes must be able to be included independently from others. Includes must contain every other includes they are depending on, obviously.
- The subject can be modified up to 4h before the final turn-in time.
- In case you're wondering, no coding style is enforced during the C++ pool. You can use any style you like, no restrictions. But remember that a code your peer-evaluator can't read is a code she or he can't grade.
- Important stuff now : You will NOT be graded by a program, unless explicitly stated in the subject. Therefore, you are afforded a certain amount of freedom in how you choose to do the exercises. However, be mindful of the constraints of each exercise, and DO NOT be lazy, you would miss a LOT of what they have to offer !
- It's not a problem to have some extraneous files in what you turn in, you may choose to separate your code in more files than what's asked of you. Feel free, as long as the day is not graded by a program.
- Even if the subject of an exercise is short, it's worth spending some time on it to be absolutely sure you understand what's expected of you, and that you did it in the best possible way.
- By Odin, by Thor ! Use your brain !!!

Chapter II

Day-specific rules

- Nothing today.

Chapter III

Foreword

Here's a small quote from the movie *Reservoir Dogs*

Mr. Orange:

What happens if the manager won't give you the diamonds?


Mr. White:

When you're dealing with a store like this, they're insured up the ass. They're not supposed to give you any resistance whatsoever. If you get a customer, or an employee, who thinks he's Charles Bronson, take the butt of your gun and smash their nose in. Everybody jumps. He falls down screaming, blood squirts out of his nose, nobody says fucking shit after that. You might get some bitch talk shit to you, but give her a look like you're gonna smash her in the face next, watch her shut the fuck up. Now if it's a manager, that's a different story. Managers know better than to fuck around, so if you get one that's giving you static, he probably thinks he's a real cowboy, so you gotta break that son of a bitch in two. If you wanna know something and he won't tell you, cut off one of his fingers. The little one. Then tell him his thumb's next. After that he'll tell you if he wears ladies underwear. I'm hungry. Let's get a taco.

If you haven't seen *Reservoir Dogs*, you will probably get a 0 today. That would be a shame, wouldn't it ?

Chapter IV

Exercise 00: Heap of quadrupeds

	Exercise 00
Heap of quadrupeds	
Turn-in directory : <i>ex00/</i>	
Files to turn in : <i>Pony.cpp Pony.hpp main.cpp</i>	
Forbidden functions : <i>None</i>	
Remarks : <i>n/a</i>	

An easy one, to start with.

Make a **Pony** class, containing whatever you think adequately describes a pony. Then, create two functions, **ponyOnTheHeap** and **ponyOnTheStack**, in which you will allocate a **Pony**, and make it do some stuff.


Of course, in the first one, the **Pony** must be allocated on the heap, on in the second one it must be allocated on the stack.

You will provide a **main** with enough code to prove what you made works as intended.

In both cases, the **Pony** objects must not exist after the function hands off control. (Your main will also have to demonstrate this during the correction !)

Chapter V

Exercise 01 : Plumbing problem

	Exercise 01
Plumbing problem	
Turn-in directory : <i>ex01/</i>	
Files to turn in : ex01.cpp	
Forbidden functions : None	
Remarks : n/a	

Again, a simple exercise.

You must turn in the following function, after correcting the memory leak contained in it.


Of course, you must play with the memory allocation/deallocation here. Simply removing the variable, or otherwise fiddling around the problem without actually sorting it out, will be considered a wrong answer ...

```
void      memoryLeak()
{
    std::string*    panthere = new std::string("String panthere");

    std::cout << *panthere << std::endl;
}
```


Chapter VI

Exercise 02 : Plucking some brains

	Exercise 02
Plucking some brains	
Turn-in directory : <i>ex02/</i>	
Files to turn in : <i>Zombie.cpp</i> <i>Zombie.hpp</i> <i>ZombieEvent.cpp</i> <i>ZombieEvent.hpp</i> <i>main.cpp</i>	
Forbidden functions : <i>None</i>	
Remarks : <i>n/a</i>	

First, make a `Zombie` class. Make it contain a type, and a name (at least), and add an `announce()` member function, that will output something along the lines of :

```
<name (type)> Braiiiiiiinnsssss...
```

Whatever you want, really, as long as you output the name and type of the `Zombie`.

After this, you will create a `ZombieEvent` class. It will have a `setZombieType` function, that will store a type in the object, and a function `Zombie* newZombie(std::string name)` that will create a `Zombie` with the chosen type, name it, and return it.


You will also make a `randomChump` function, that will create a `Zombie` with a random name, and make it `announce` itself. Whatever "random" method you choose, truly random names or a random choice from a pool of names, is fine.

You must turn in a full program, `main` included, with enough to prove that what you made works as required. For example, make your newly created Zombies announce themselves.

Now the actual point of the exercise : Your `Zombies` must be destroyed at appropriate times (so, when they are not needed anymore). They must also be allocated in the appropriate fashion : Some times it's appropriate to have them on the stack, at other times the heap is a better choice. You will have to justify what you did to get a positive grade.

Chapter VII

Exercise 03 : Moar brainz !

	Exercise 03
Moar brainz !	
Turn-in directory : <i>ex03/</i>	
Files to turn in : <code>Zombie.cpp</code> <code>Zombie.hpp</code> <code>ZombieHorde.cpp</code> <code>ZombieHorde.hpp</code> <code>main.cpp</code>	
Forbidden functions : None	
Remarks : n/a	

Re-using the `Zombie` class you made in the previous exercise, make a `ZombieHorde` class.


This class will have a constructor that takes an integer `N`. At creation, it must allocate `N` `Zombie` objects, with random names (Same notion of "random" as before), and store them. It will then have an `announce()` function that calls `announce()` on each of the contained `Zombie` objects.

You must allocate all the `Zombie` objects in a single allocation, and release them when the `ZombieHorde` is destroyed.

As usual, provide a `main` with tests and justify your choices.

Chapter VIII

Exercise 04 : HI THIS IS BRAIN

	Exercise 04
HI THIS IS BRAIN	
Turn-in directory : <i>ex04/</i>	
Files to turn in : ex04.cpp	
Forbidden functions : None	
Remarks : n/a	


Make a program in which you will create a string containing "HI THIS IS BRAIN", a pointer to it, and a reference to it.

You will then display it using the pointer, and finally display it using the reference.

That's all, no tricks.

Chapter IX

Exercise 05 : HI BRAIN THIS IS HUMAN

	Exercise 05
HI BRAIN THIS IS HUMAN	
Turn-in directory : <i>ex05/</i>	
Files to turn in : <i>Brain.cpp Brain.hpp Human.cpp Human.hpp main.cpp</i>	
Forbidden functions : None	
Remarks : n/a	

Create a **Brain** class, with whatever you think befits a brain. It will have an `identify()` function, that returns a string containing the brain's address in memory, in hexadecimal format, prefixed by 0x (For example, "0x194F87EA").

Then, make a **Human** class, that has a constant **Brain** attribute, with the same lifetime. It has an `identify()` function, that just calls the `identify()` function of its **Brain** and returns its result.

Now, make it so this code compiles and displays two identical addresses :


```
int main()
{
    Human    bob;

    std::cout << bob.identify() << std::endl;
    std::cout << bob.getBrain().identify() << std::endl;
}
```

This code must be turned in as your `main`, and whatever you add to the **Human** or **Brain** classes in order to make it work must be justified (With another argument than "Er, yeah, well, i fiddled with it until it worked").

Chapter X

Exercise 06 : Unnecessary violence

	Exercise 06
Unnecessary violence	
Turn-in directory : <i>ex06/</i>	
Files to turn in : <code>Weapon.cpp</code> <code>Weapon.hpp</code> <code>HumanA.cpp</code> <code>HumanA.hpp</code> <code>HumanB.cpp</code> <code>HumanB.hpp</code> <code>main.cpp</code>	
Forbidden functions : None	
Remarks : n/a	

Make a `Weapon` class, that has a `type` string, and a `getType` that returns a const reference to this string. Also has a `setType`.

Now, create two classes, `HumanA` and `HumanB`, that both have a `Weapon`, a name, and an `attack()` function that displays something like :

```
NAME attacks with his WEAPON_TYPE
```

Make it so the following code produces attacks with "crude spiked club" THEN "some other type of club", in both test cases :

```
int main()
{
    {
        Weapon      club = Weapon("crude spiked club");


        HumanA bob("Bob", club);
        bob.attack();
        club.setType("some other type of club");
        bob.attack();
    }
    {
        Weapon      club = Weapon("crude spiked club");

        HumanB jim("Jim");
        jim.setWeapon(club);
        jim.attack();
        club.setType("some other type of club");
        jim.attack();
    }
}
```

In which case is it appropriate to store the `Weapon` as a pointer ? As a reference ? Why ? Is it the best choice in light of what's asked ? These are the questions you should ask yourself before turning in this exercise.

Chapter XI

Exercise 07 : Sed is for losers

	Exercise 07
Sed is for losers	
Turn-in directory : <i>ex07/</i>	
Files to turn in : <i>Makefile, and whatever else you need</i>	
Forbidden functions : <i>None</i>	
Remarks : <i>n/a</i>	

Make a program called `replace` that takes a filename and two strings, let's call them `s1` and `s2`, that are NOT empty.


It will open the file, and write its contents to `FILENAME.replace`, after replacing every occurrence of `s1` with `s2`.

Of course, you will handle errors as best you can, and not use the C file manipulation functions, because that would be cheating, and cheating's bad, m'kay ?

You will turn in some test files to show your program works.

Chapter XII

Exercise 08 : I ain't heard of no fancy switches

	Exercise 08
I ain't heard of no fancy switches	
Turn-in directory : <i>ex08/</i>	
Files to turn in : <i>Human.hpp Human.cpp main.cpp</i>	
Forbidden functions : None	
Remarks : n/a	

Use the following Human class :


```
class Human
{
    private:
        void        meleeAttack(std::string const & target);
        void        rangedAttack(std::string const & target);
        void        intimidatingShout(std::string const & target);

    public:
        void        action(std::string const & action_name, std::string const & target);
};
```

Implement all these functions, the first three will simply output something to the standard output so you can see they've been called, and the last one will have to call the appropriate action on the appropriate target. You must use an array of pointers to members to select which function to call: using multiple `if` statements, or `switch` statements, is forbidden.

Chapter XIII

Exercise 09 : Over logging

	Exercise 09
Over logging	
Turn-in directory : <i>ex09/</i>	
Files to turn in : <code>Logger.cpp</code> <code>Logger.hpp</code> <code>main.cpp</code>	
Forbidden functions : None	
Remarks : n/a	

Make a `Logger` class that must, well, do some logging.


It will have two private functions, `logToConsole` and `logToFile`, that both take a string and will respectively write it to the standard output and append it to a file, which name will be stored in the `Logger` at creation time.

You will also make a private function called `makeLogEntry` that will take a simple message as a string, and return a new string containing the message formatted to look like a legitimate log entry. At the very minimum, add the current date before the message, so we see when it's been logged.

Finally, create a `log(std::string const & dest, std::string const & message)`, that will make a log entry with the message, and pass it to `logToFile` or `logToConsole`, depending on the `dest` parameter. As in the previous exercise, you have to use pointers to members to select which function to call.

Chapter XIV

Exercise 10 : Cat o' nine tails

	Exercise 10
Cat o' nine tails	
Turn-in directory : <i>ex10/</i>	
Files to turn in : <code>main.cpp</code> + Whatever you need	
Forbidden functions : None	
Remarks : n/a	

Make a `cato9tails` program that does the same thing as the system's `cat` command without options. It can take read from files and/or the standard input. Be thorough in your testing, this is not as simple as it seems.