



C Bootcamp

Day 24 The Spy Who Coded me

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Summary: THE FOLLOWING TAKES PLACE BETWEEN 2.00 A.M. AND 3.00 A.M.

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Chapter I

Instructions

- Only this page will serve as reference: do not trust rumors.
- Watch out! This document could potentially change up to an hour before submission.
- Make sure you have the appropriate permissions on your files and directories.
- You have to follow the submission procedures for every exercise.
- Your exercises will be checked and graded by your fellow classmates.
- On top of that, your exercises will be checked and graded by a program called Moulinette.
- Moulinette is very meticulous and strict in its evaluation of your work. It is entirely automated and there is no way to negotiate with it. So if you want to avoid bad surprises, be as thorough as possible.
- Moulinette is not very open-minded. It won't try and understand your code if it doesn't respect the Norm. Moulinette relies on a program called **Norminator** to check if your files respect the norm. TL;DR: it would be idiotic to submit a piece of work that doesn't pass **Norminator**'s check.
- These exercises are carefully laid out by order of difficulty - from easiest to hardest. We **will not** take into account a successfully completed harder exercise if an easier one is not perfectly functional.
- Using a forbidden function is considered cheating. Cheaters get -42, and this grade is non-negotiable.
- If `ft_putchar()` is an authorized function, we will compile your code with our `ft_putchar.c`.
- You'll only have to submit a `main()` function if we ask for a program.

- Moulinette compiles with these flags: -Wall -Wextra -Werror, and uses gcc.
- If your program doesn't compile, you'll get 0.
- You cannot leave any additional file in your directory than those specified in the subject.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- Your reference guide is called Google / man / the Internet /
- Check out the "C Bootcamp" part of the forum on the intranet.
- Examine the examples thoroughly. They could very well call for details that are not explicitly mentioned in the subject...
- By Odin, by Thor ! Use your brain !!!

Chapter II

Donnie Matrix III

« Judo Silent Roll ! Judo Camo ! »

Our infiltration into Dr Evil's HQ is a success, thanks to Austin's Powers mysterious talents. A simple black T-shirt and dirty hairs and we were able to break through all security controls.

« Thanks to Basil's plans, said Austin, we know that Dr Evil is hiding on the 6th floor. We'll go through the cluster and use the outside staircases. By blending in the anonymous henchmens, our approach is undetectable.

- Why is there so many compuyters ?

- Originaly, it was for a bootcamp. But since the falling of the system, those are just used to mine bitcoins. »

A larsen suddenly sounded in the room. Someone was about to make an announcement.

« test, test... Evening you, here is Dr Evil. Austin Powers, give yourself in without fight, or else... Oh nevermind, i'll just do that ! »

A screeching sound was heard. A noise that sounded like chalk on a board, which made me fall on the ground, the hands on the ears, an awful noise which made me shiver...

« Ah, this noise ! Austin, this noise, stop it, this frequency, it'll...»

Shutting down. Reboot. Initialisation of brain functions.
Option --verbose activated.


« T underscore name donnie coma Donnie dot name receiving strdup opening bracket Donnie backquote not equal Donnie point life get zero zero point zero semicolon... »

[Donnie Matrix, you are a female-bot ?]

Chapter III

ft_perso.h

Dr Evil's scrambler has badly damaged Donnie Matrix... It won't compile anymore.

	Exercise 11
	ft_perso.h
Turn-in directory : <i>ex11/</i>	
Files to turn in : ft_perso.h	
Allowed functions : None	
Notes : n/a	

- Create a file `ft_perso.h` which compiles the following main :

```
#include "ft_perso.h"

int main()
{
    t_perso  donnie;

    donnie.name = strdup("Donnie");
    donnie.life = 100.0;
    donnie.age = 24;
    donnie.profession = SAVE_AUSTIN_POWER;
    (void)donnie;
    return (0);
}
```