

C Piscine

C 03

Summary: This document is the subject for the C 03 module of the C Piscine @ 42.

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- Your reference guide is called `Google / man / the Internet /`
- Check out the "C Piscine" part of the forum on the intranet, or the slack Piscine.
- 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 !!!



Norminette will be launched with the `-R CheckForbiddenSourceHeader` flag. Moulinette will use it too.

Chapter II

Foreword

The first known mention of the game of RPS was in the book *Wuzazu* written by the Chinese Ming-dynasty writer Xie Zhaozhi who wrote that the game dated back to the time of the Chinese Han dynasty (206 BC – 220 AD). In the book, the game was called *shoushiling*. Li Rihua's book *Note of Liuyanzhai* also mentions this game, calling it *shoushiling*, *huozhitou*, or *huoquan*.

Throughout Japanese history there are frequent references to “*sansukumi-ken*”, meaning “*ken*” fist games with a “*san*” three-way “*sukumi*” deadlock. This is in the sense that A beats B, B beats C, and C beats A. The games originated in China before being imported to Japan and subsequently becoming popular.


By the early 20th century, rock–paper–scissors had spread beyond Asia, especially through increased Japanese contact with the west. Its English-language name is therefore taken from a translation of the names of the three Japanese hand-gestures for rock, paper and scissors: elsewhere in Asia the open-palm gesture represents “cloth” rather than “paper”. The shape of the scissors is also adopted from the Japanese style.

In 1927 *La Vie au patronage*, a children's magazine in France, described it in detail, referring to it as a “*jeu japonais*” (“Japanese game”). Its French name, “*Chi-fou-mi*”, is based on the Old Japanese words for “one, two, three” (“*hi, fu, mi*”)

A New York Times article of 1932 on the Tokyo rush hour describes the rules of the game for the benefit of American readers, suggesting it was not at that time widely known in the U.S. The 1933 edition of the *Compton's Pictured Encyclopedia* described it as a common method of settling disputes between children in its article on Japan; the name was given as “*John Kem Po*” and the article pointedly asserted, “This is such a good way of deciding an argument that American boys and girls might like to practice it too.”

Chapter III

Exercise 00 : ft_strcmp


	Exercise 00
ft_strcmp	
Turn-in directory : <i>ex00/</i>	
Files to turn in : ft_strcmp.c	
Allowed functions : None	

- Reproduce the behavior of the function `strcmp` (man `strcmp`).
- Here's how it should be prototyped :

```
int      ft_strcmp(char *s1, char *s2);
```

Chapter IV

Exercise 01 : ft_strncmp


	Exercise 01
	ft_strncmp
Turn-in directory : <i>ex01/</i>	
Files to turn in : ft_strncmp.c	
Allowed functions : None	

- Reproduce the behavior of the function `strncmp` (man `strncmp`).
- Here's how it should be prototyped :

```
int      ft_strncmp(char *s1, char *s2, unsigned int n);
```

Chapter V

Exercise 02 : ft_strcat


	Exercise 02
	ft_strcat
Turn-in directory : <i>ex02/</i>	
Files to turn in : ft_strcat.c	
Allowed functions : None	

- Reproduce the behavior of the function `strcat` (man `strcat`).
- Here's how it should be prototyped :

```
char *ft_strcat(char *dest, char *src);
```


Chapter VI

Exercise 03 : ft_strncat


	Exercise 03
	ft_strncat
Turn-in directory : <i>ex03/</i>	
Files to turn in : ft_strncat.c	
Allowed functions : None	

- Reproduce the behavior of the function `strncat` (man `strncat`).
- Here's how it should be prototyped :

```
char *ft_strncat(char *dest, char *src, unsigned int nb);
```

Chapter VII

Exercise 04 : ft_strstr


	Exercise 04
ft_strstr	
Turn-in directory : <i>ex04/</i>	
Files to turn in : ft_strstr.c	
Allowed functions : None	

- Reproduce the behavior of the function **strstr** (man strstr).
- Here's how it should be prototyped :

```
char      *ft_strstr(char *str, char *to_find);
```

Chapter VIII

Exercise 05 : ft_strlcat

	Exercise 05
ft_strlcat	
Turn-in directory : <i>ex05/</i>	
Files to turn in : ft_strlcat.c	
Allowed functions : None	

- Reproduce the behavior of the function `strlcat` (man `strlcat`).
- Here's how it should be prototyped :

```
unsigned int ft_strlcat(char *dest, char *src, unsigned int size);
```