



DAY 09

STRUCTURES



DAY 09

Preliminaries



Language : C

The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.



- Don't push your `main` function into your delivery directory, we will be adding our own. Your files will be compiled adding our `main.c`.
- If one of your files prevents you from compiling with `*.c`, the Autograder will not be able to correct your work and you will receive a 0.



All `.c` files from your delivery folder will be collected and compiled with your `libmy`, which must be found in `lib/my/`. For those of you using `.h` files, they must be located in `include/` (like the `my.h` file).

Some tests will automatically compile your functions the following way :

```
Terminal
~/B-CPE-100> cd taskXX
~/B-CPE-100> cc *.c -c -I../include/
~/B-CPE-100> cc *.o autograder/main_taskXX.o -L../lib/my/ -o taskXX -lmy
```

Your library will be built using the `lib/my/build.sh` script you previously made (see Day07).



Clone your repository at the beginning of the day and submit your work on a regular basis!
The delivery directory is specified within the instructions for each task.
In order to keep your repository clean, pay attention to `gitignore`.



Allowed system function(s) : `write`, `malloc`, `free`



We still encourage you to write unit tests for all your functions!
Check out Day06 if you need an example, and re-read [the guide](#).

Task 01 - my_macro_abs.h

Delivery : include/my_macro_abs.h

Write a macro, named `ABS`, that replaces an argument with an absolute value :

```
#define ABS(value)
```

Task 02 - my.h

Delivery : include/my.h

Write your `my.h` header file that contains the prototypes of all the functions exposed by your `libmy.a`.



To check exposed functions, see the man of `nm`.



Have you heard about **static functions**?

Task 03 - my_params_to_array

Delivery : my_params_to_array.c

Write a function that stores the program's parameters into an array of structures and returns the address of the array's first cell. All array elements are to be addressed, including `av[0]`.

The function must be prototyped as follows :

```
struct info_param *my_params_to_array(int ac, char **av);
```

The structures contained in the array are to be allocated.

To indicate the end of the array, the `str` field of its last cell must be set to 0.

The structure is defined as follows :

```
struct info_param
{
    int length;           // parameter's length
    char *str;            // parameter's address
    char *copy;           // parameter's copy
    char **word_array;    // the result of my_str_to_word_array(str)
};
```

Do not submit the `struct info_param` structure; the tests set will use its own.



Your function will be tested with your own `my_show_word_array`.

As we will not compile `my_show_word_array.c`, you need to make it work using your library.

Task 04 - my_show_param_array

Delivery : my_show_param_array.c

Write a function that displays the content of an array created with the previous function, and prototyped as follows :

```
int my_show_param_array(struct info_param const *par);
```

Do not submit the `struct info_param` structure; the tests set will use its own.

For each cell, display one of the following elements per line : parameter, size and words (one per line).



Your function will be tested with your own `my_str_to_word_array`.

As we will not compile `my_str_to_word_array.c`, you need to make it work using your library.

Task 05 - get_color

Delivery : get_color.c

Write a function that returns the color as an `int` by handling its three *RGB* components. The function must be prototyped as follows :

```
int get_color(unsigned char red, unsigned char green, unsigned char blue);
```



This task is *only* to be completed with **bit shifts**.

Task 06 - swap_endian_color

Delivery : swap_endian_color.c

Write a function that changes the endianness of the color and returns it. The color should be ordered like this : *ARGB*
The function must be prototyped as follows :

```
int swap_endian_color(int color);
```



This task has to be completed with a **union**.



You will only be working with big and little endians.

{EPITECH}