



Dash - Gimme !

The clock is ticking

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*Summary: Ready, Steady, Go !!!*

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# Chapter I

## Introduction

The dashes are projects available only for a limited amount of time. You can access to it if you are present at the school and logged in. You will only have a little amount of time to complete the dash from the moment the repo has been created.

It's a little algorithmic project. After the time is up, it will be evaluated by the moulinette. If you succeed, you will earn the xp associated to the dash.

# Chapter II

## General instruction

This dash has to be achieve in C. the norme isn't mandatory.

The goal of this project is to create a function `gimmie_value` (in the file `gimme_value/gimme_value.c`, without `main` function)

Your function must take two parameters, '`char** tab`' and '`char c`' and must return an '`int`'.

The function must return the amount of occurrence of a character (`char c`) in a string array (`char **tab`).

# Chapter III

## Mandatory part

### III.1 Some tips you need to know

- The function should be prototyped like this:

```
int gimme_value(char **tab, char c);
```

- The character passed as parameter will be always coherent
- The lowercase and uppercase letters are different
- The strings array may have different length, be aware of it

#### III.1.1 The return value

- The return value will be a decimal referred to the amount of time you encountered the character passed as parameter.

#### III.1.2 Example

```
tab[0] = "I really miss to eat baguette"
tab[1] = "instead i'm eating burger"
tab[2] = "i dont think it's healthy"
tab[3] = "but, hell yeah, its Tasty !!!!!"

gimme_value(char *tab, char 'i') /* return 7 */
gimme_value(char *tab, char ' ') /* return 17 */
gimme_value(char *tab, char 'b') /* return 3 */
gimme_value(char *tab, char 'I') /* return 1 */
```

# Chapter IV

## Rendered and peer-evaluating

You have to turn in your 'dash' on the git repo associated. The project will be entirely evaluated by the moulinette.