

C Piscine
Day 05

Staff 42 pedago@42.fr

Abstract: This document is the subject for Day05 of the C Piscine @ 42.

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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 all your exercises.
- 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 <u>cannot</u> leave <u>any</u> additional file in your directory than those specified in the subject.
- Got a question? Ask your peer on your right. Otherwise, try your peer on your left.
- Your reference guide is called Google / man / the Internet /
- Check out the "C Piscine" 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!!!



Norminator must be launched with the $\mbox{-R CheckForbiddenSourceHeader}$ flag. Moulinette will use it too.

Chapter II

Foreword

Here is the rules of the internet, according to Encyclopedia Dramatica :

- 1. Do not talk about /b/
- 2. Do NOT talk about /b/
- 3. We are Anonymous
- 4. Anonymous is legion
- 5. Anonymous never forgives
- 6. Anonymous can be a horrible, senseless, uncaring monster
- 7. Anonymous is still able to deliver
- 8. There are no real rules about posting
- 9. There are no real rules about moderation either enjoy your ban
- 10. If you enjoy any rival sites DON'T
- 11. All your carefully picked arguments can easily be ignored
- 12. Anything you say can and will be used against you
- 13. Anything you say can be turned into something else fixed
- 14. Do not argue with trolls it means that they win
- 15. The harder you try the harder you will fail
- 16. If you fail in epic proportions, it may just become a winning failure
- 17. Every win fails eventually
- 18. Everything that can be labeled can be hated
- 19. The more you hate it the stronger it gets
- 20. Nothing is to be taken seriously
- 21. Original content is original only for a few seconds before getting old
- 22. Copypasta is made to ruin every last bit of originality
- 23. Copypasta is made to ruin every last bit of originality
- 24. Every repost is always a repost of a repost
- 25. Relation to the original topic decreases with every single post
- 26. Any topic can be easily turned into something totally unrelated
- 27. Always question a person's sexual preferences without any real reason
- 28. Always question a person's gender just in case it's really a man
- 29. In the internet all girls are men and all kids are undercover FBI agents
- 30. There are no girls on the internet
- 31. TITS or GTFO the choice is yours
- 32. You must have pictures to prove your statements
- 33. Lurk more it's never enough
- 34. There is porn of it, no exceptions

- 35. If no porn is found at the moment, it will be made
- 36. There will always be even more fucked up shit than what you just saw
- 37. You cannot divide by zero (just because the calculator says so)
- 38. No real limits of any kind apply here not even the sky
- 39. CAPSLOCK IS CRUISE CONTROL FOR COOL
- 40. EVEN WITH CRUISE CONTROL YOU STILL HAVE TO STEER
- 41. Desu isn't funny. Seriously guys. It's worse than Chuck Norris jokes.
- 42. Nothing is Sacred
- 43. The more beautiful and pure a thing is the more satisfying it is to corrupt it
- 44. Even one positive comment about Japanese things can make you a weeaboo
- 45. When one sees a lion, one must get into the car.
- 46. There is always furry porn of it.
- 47. The pool is always closed.

Hopefully, thoses rules are mandatory to complete the following exercices.

Chapter III

Exercise 00: ft_putstr

Exercice: 00	
${ m ft_putstr}$	
tr.c	
tchar	//
	ft_putstr

- 42 Classics: Theses exercises are key assignments that do not earn points, but are mandatory to validate in order to access to the real assignments of the day.
 - Create a function that displays a string of characters on the standard output.
 - Here's how it should be prototyped :

void ft_putstr(char *str);

Chapter IV

Exercise 01: ft_putnbr

Exercice: 01	
${ m ft_putnbr}$	
	/
nbr.c	/
utchar	/
	ft_putnbr

- 42 Classics: Theses exercises are key assignments that do not earn points, but are mandatory to validate in order to access to the real assignments of the day.
 - Create a function that displays the number entered as a parameter. The function has to be able to display all possible values within an int type variable.
 - Here's how it should be prototyped:

void ft_putnbr(int nb);

- For example:
 - o ft_putnbr(42) displays "42".

Chapter V

Exercise 02 : ft_atoi

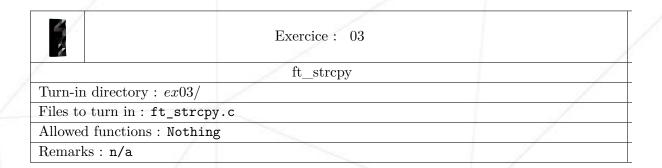
/
/-

- 42 Classics: Theses exercises are key assignments that do not earn points, but are mandatory to validate in order to access to the real assignments of the day.
 - Reproduce the behavior of the function atoi (man atoi).
 - \bullet Here's how it should be prototyped :

int ft_atoi(char *str);

Chapter VI

Exercise 03: ft_strcpy



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

char *ft_strcpy(char *dest, char *src);

Chapter VII

Exercise 04 : ft_strncpy

Exercice: 04	
ft_strncpy	
Turn-in directory : $ex04/$	
Files to turn in: ft_strncpy.c	1
Allowed functions: Nothing	
Remarks: n/a	

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

char *ft_strncpy(char *dest, char *src, unsigned int n);

Chapter VIII

Exercise 05 : ft_strstr

	Exercice: 05	
6	${ m ft_strstr}$	
Turn-in directory : $ex05$ /		/
Files to turn in : ft_str	str.c	/
Allowed functions: Noth	ing	1 /
Remarks : n/a		

- 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 IX

Exercise 06: ft_strcmp

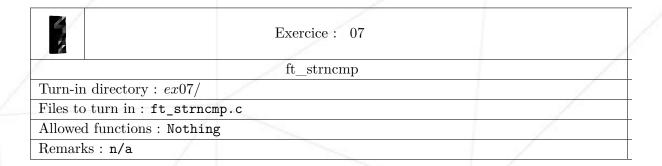
1.97		
	Exercice: 06	
<i>(</i> -	ft_strcmp	
Turn-in directory : $ex06/$		/-
Files to turn in : ft_strcm	p.c	1
Allowed functions: Nothin	g	1
Remarks : n/a		

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

nt ft_strcmp(char *s1, char *s2);

Chapter X

Exercise 07: ft_strncmp

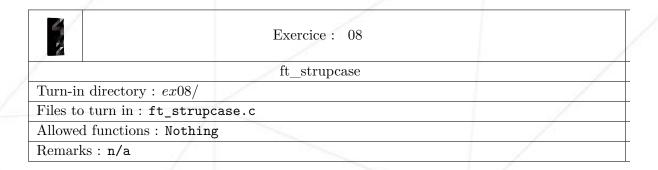


- Reproduce the behavior of the function strncmp (man strncmp).
- Here's how it should be prototyped :

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

Chapter XI

Exercise 08: ft_strupcase



- Create a function that transforms every letter of every word to uppercase.
- Here's how it should be prototyped :

char *ft_strupcase(char *str);

• It should return str.

Chapter XII

Exercise 09: ft_strlowcase

	Exercice: 09	
<i>[</i>	ft_strlowcase	
Turn-in directory : $ex0$	9/	/
Files to turn in : ft_st	rlowcase.c	
Allowed functions: Not	ching	1 /
Remarks : n/a		

- \bullet Create a function that transforms every letter of every word to lowercase.
- \bullet Here's how it should be prototyped :

char *ft_strlowcase(char *str);

• It should return str.

Chapter XIII

Exercise 10: ft_strcapitalize

	Exercice: 10	
<u> </u>	${\it ft_strcapitalize}$	
Turn-in directory : $ex10/$		
Files to turn in : ft_strcap:	italize.c	
Allowed functions: Nothing		/
Remarks : n/a		

- Create a function that capitalizes the first letter of each word and transforms all other letters to lowercase.
- A word is a string of alphanumeric characters.
- Here's how it should be prototyped:

```
char *ft_strcapitalize(char *str);
```

- It should return str.
- For example:

```
salut, comment tu vas ? 42mots quarante-deux; cinquante+et+un
```

• Becomes:

Salut, Comment Tu Vas ? 42mots Quarante-Deux; Cinquante+Et+Un

Chapter XIV

Exercise 11 : ft_str_is_alpha

	Exercice: 11	
·	ft_str_is_alpha	/
Turn-in directory : $ex11/$		
Files to turn in : ft_str_is	s_alpha.c	1
Allowed functions: Nothing		/
Remarks : n/a		

- Create a function that returns 1 if the string given as a parameter contains only alphabetical characters, and 0 if it contains any other character.
- Here's how it should be prototyped :

int ft_str_is_alpha(char *str);

Chapter XV

Exercise 12: ft_str_is_numeric

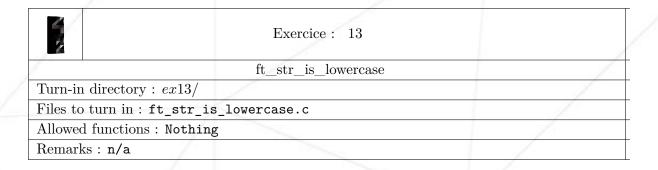
Exercice: 12	
ft_str_is_numeric	
s_numeric.c	
ng	

- Create a function that returns 1 if the string given as a parameter contains only digits, and 0 if it contains any other character.
- Here's how it should be prototyped :

```
int ft_str_is_numeric(char *str);
```

Chapter XVI

Exercise 13: ft_str_is_lowercase



- Create a function that returns 1 if the string given as a parameter contains only lowercase alphabetical characters, and 0 if it contains any other character.
- Here's how it should be prototyped :

```
int ft_str_is_lowercase(char *str);
```

Chapter XVII

Exercise $14: ft_str_is_uppercase$

	Exercice: 14	
K .	ft_str_is_uppercase	
Turn-in directory : $ex14/$		
Files to turn in : ft_str_is_uppercase.c		1
Allowed functions: Nothing		1
Remarks : n/a		

- Create a function that returns 1 if the string given as a parameter contains only uppercase alphabetical characters, and 0 if it contains any other character.
- Here's how it should be prototyped :

int ft_str_is_uppercase(char *str);

Chapter XVIII

Exercise 15: ft_str_is_printable

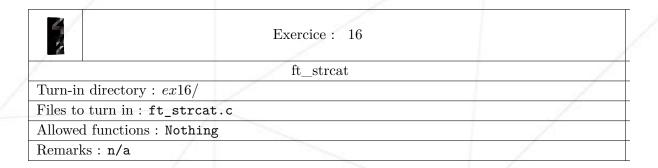
	Exercice: 15	
/- ·	$ft_str_is_printable$	
Turn-in directory : $ex15/$		/-
Files to turn in: ft_str_is_printable.c		1
Allowed functions: Nothing		/
Remarks : n/a		/

- Create a function that returns 1 if the string given as a parameter contains only printable characters, and 0 if it contains any other character.
- Here's how it should be prototyped :

int ft_str_is_printable(char *str);

Chapter XIX

Exercise 16: ft_strcat

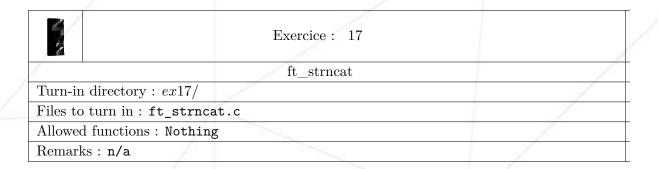


- \bullet Reproduce the behavior of the function \mathtt{strcat} (man strcat).
- Here's how it should be prototyped :

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

Chapter XX

Exercise 17: ft_strncat

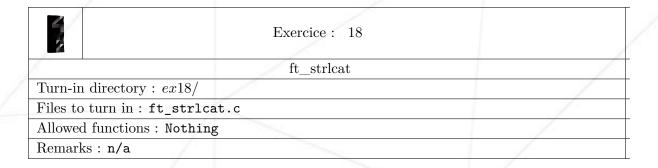


- Reproduce the behavior of the function strncat (man strncat).
- Here's how it should be prototyped :

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

Chapter XXI

Exercise 18: ft_strlcat



- 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);

Chapter XXII

Exercise 19: ft_strlcpy

5.97		
5	Exercice: 19	
/-	${ m ft_strlcpy}$	
Turn-in directory : $ex1$	9/	
Files to turn in : ft_s	trlcpy.c	
Allowed functions: No	thing	1
Remarks : n/a		

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

unsigned int ft_strlcpy(char *dest, char *src, unsigned int size);

Chapter XXIII

Exercise 20: ft_putnbr_base

Exercice: 20	
ft_putnbr_base	/
Turn-in directory : $ex20/$	
Files to turn in : ft_putnbr_base.c	1
Allowed functions: ft_putchar	
Remarks: n/a	

- Create a function that displays a number in a base system onscreen.
- This number is given in the shape of an int, and the radix in the shape of a string of characters.
- The base-system contains all useable symbols to display that number :
 - \circ 0123456789 is the commonly used base system to represent decimal numbers ;
 - 01 is a binary base system;
 - \circ 0123456789ABCDEF an hexadecimal base system;
 - o poneyvif is an octal base system.
- The function must handle negative numbers.
- If there's an invalid argument, nothing should be displayed. Examples of invalid arguments:
 - base is empty or size of 1;
 - base contains the same character twice;

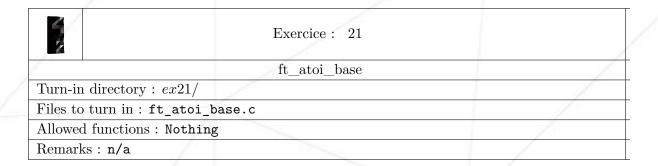
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- \circ base contains + or -;
- \circ etc.
- Here's how it should be prototyped :

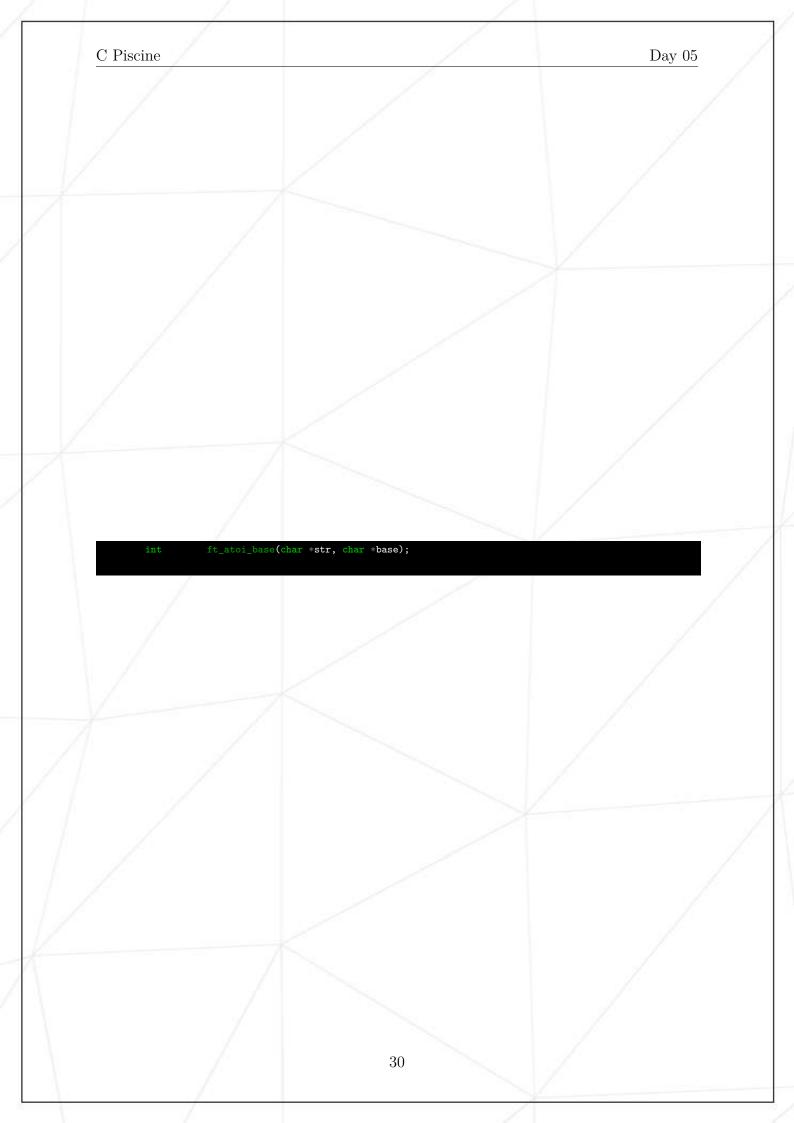
void ft_putnbr_base(int nbr, char *base);

Chapter XXIV

Exercise 21: ft_atoi_base



- Create a function that returns a number. This number is shaped as a string of characters.
- The string of characters reveals the number in a specific base, given as a second parameter.
- The function must handle negative numbers.
- The function must handle signs like man atoi.
- If there's an invalid argument, the function should return 0. Examples of invalid arguments:
 - str is an empty string;
 - the base is empty or size of 1;
 - str contains characters that aren't part of the base, or aren't + nor ;
 - the base contains the same character twice;
 - \circ the base contains + or -;
 - o etc.
- Here's how it should be prototyped:



Chapter XXV

Exercise 22:

ft_putstr_non_printable

Exercice: 22	
ft_putstr_with_non_printable	1
Turn-in directory: $ex22/$	/
Files to turn in: ft_putstr_non_printable.c	
Allowed functions: ft_putchar	
Remarks: n/a	/

- Create a function that displays a string of characters onscreen. If this string contains characters that aren't printable, they'll have to be displayed in the shape of hexadecimals (lowercase), preceded by a "backslash".
- For example :

Coucou\ntu vas bien ?

• The function should display:

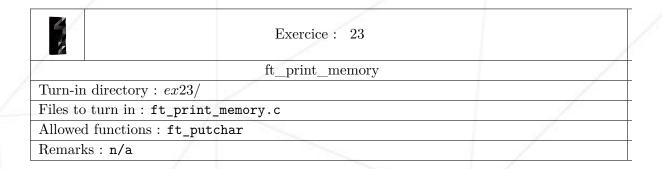
Coucou\Oatu vas bien ?

• Here's how it should be prototyped :

void ft_putstr_non_printable(char *str);

Chapter XXVI

Exercise 23: ft_print_memory



- Create a function that displays the memory area onscreen.
- The display of this memory area should be split into three columns :
 - The hexadecimal address of the first line's first character;
 - The content in hexadecimal;
 - The content in printable characters.
- If a character is non-printable, it'll be replaced by a dot.
- Each line should handle sixteen characters.
- If size equals to 0, nothing should be displayed.

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• Example:

```
guilla_i@seattle $> ./ft_print_memory
00000000: 5361 6c75 7420 6c65 7320 616d 696e 6368 Salut les aminch
0000010: 6573 2063 2765 7374 2063 6f6f 6c20 7368 es c'est cool sh
00000020: 6f77 206d 656d 206f 6e20 6661 6974 2064 ow mem on fait d
00000030: 6520 7472 7563 2074 6572 7269 626c 6500 e truc terrible.
00000040: 2e00 0102 0304 0506 0708 090e 0f1b 7f .......
guilla_i@seattle $> ./ft_print_memory | cat -te
00000000: 5361 6c75 7420 6c65 7320 616d 696e 6368 Salut les aminch$
00000010: 6573 2063 2765 7374 2063 6f6f 6c20 7368 es c'est cool sh$
00000020: 6f77 206d 656d 206f 6e20 6661 6974 2064 ow mem on fait d$
00000030: 6520 7472 7563 2074 6572 7269 626c 6500 e truc terrible.$
00000040: 2e00 0102 0304 0506 0708 090e 0f1b 7f .............$
guilla_i@seattle $>
```

• Here's how it should be prototyped:

```
void *ft_print_memory(void *addr, unsigned int size);
```

• It should return addr.