

C Piscine
Day 06

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Abstract: This document is the subject for Day06 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 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 <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 -R CheckForbiddenSourceHeader flag. Moulinette will use it too.

#### Chapter II

#### Foreword

Dialog from the movie The Big Lebowski:

The Dude: Walter, ya know, it's Smokey, so his toe slipped over the line a little, big deal. It's just a game, man.

Walter Sobchak: Dude, this is a league game, this determines who enters the next round robin. Am I wrong? Am I wrong?

Smokey: Yeah, but I wasn't over. Gimme the marker Dude, I'm marking it 8.

Walter Sobchak: [pulls out a gun] Smokey, my friend, you are entering a world of pain.

The Dude: Walter...

Walter Sobchak: You mark that frame an 8, and you're entering a world of pain.

Smokey: I'm not...

Walter Sobchak: A world of pain. Smokey: Dude, he's your partner...

Walter Sobchak: [shouting] Has the whole world gone crazy? Am I the only one

around here who gives a shit about the rules? Mark it zero!

The Dude: They're calling the cops, put the piece away.

Walter Sobchak: Mark it zero! [points gun in Smokey's face]

The Dude: Walter...

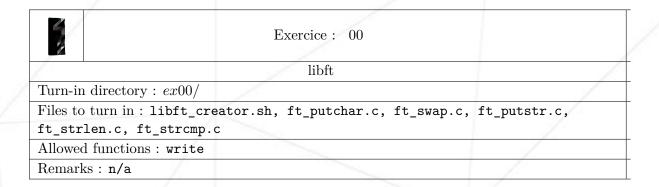
Walter Sobchak: [shouting] You think I'm fucking around here? Mark it zero!

Smokey: All right, it's fucking zero. Are you happy, you crazy fuck?

Walter Sobchak: ... It's a league game, Smokey.

# Chapter III

### Exercise 00: libft



- Create your ft library. It'll be called libft.a.
- A shell script called libft\_creator.sh will compile source files appropriately and will create your library.
- $\bullet$  This library should contain <u>all</u> of the following functions :

```
void ft_putchar(char c);
void ft_swap(int *a, int *b);
void ft_putstr(char *str);
int ft_strlen(char *str);
int ft_strcmp(char *s1, char *s2);
```

• We'll launch the following command-line :

```
sh libft_creator.sh
```



Don't hesitate to add other useful functions... ;-)

# Chapter IV

# Exercise 01: ft\_print\_program\_name

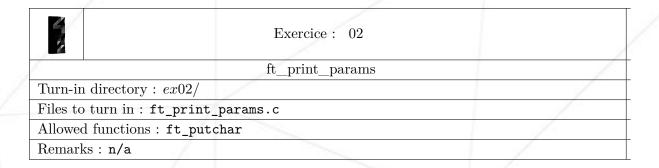
2	Exercice: 01	
	ft_print_program_name	1
Turn-in directory:	ex01/	/
Files to turn in: ft	_print_program_name.c	/-
Allowed functions:	ft_putchar	
Remarks : n/a		

- $\bullet$  We're dealing with a program here, you should therefore have a function main in your  $.\,c$  file.
- Create a program that displays its own name.
- Example :

\$>./a.out ./a.out \$>

## Chapter V

# Exercise 02: ft\_print\_params



- ullet We're dealing with a <u>program</u> here, you should therefore have a function main in your .c file.
- Create a program that displays its given arguments.
- Example:

```
$>./a.out test1 test2 test3
test1
test2
test3
$>
```

# Chapter VI

Exercise 03: ft\_rev\_params

4	Exercice: 03	
	ft_rev_params	
Turn-in directory : $ex03/$		/-
Files to turn in : ft_rev_params.c		
Allowed functions: ft_putchar		1
Remark	s: n/a	

- We're dealing with a <u>program</u> here, you should therefore have a function main in your .c file.
- Create a program that displays its given arguments in reverse order.
- $\bullet$  It should display all arguments, except for  $\mathtt{argv}\, [\mathtt{0}]\, .$
- All arguments have to have their own line.

# Chapter VII

Exercise 04: ft\_sort\_params

Exercice: 04

ft\_sort\_params

Turn-in directory: ex04/

Files to turn in: ft\_sort\_params.c

Allowed functions: ft\_putchar

Remarks: n/a

- We're dealing with a <u>program</u> here, you should therefore have a function main in your .c file.
- Create a program that displays its given arguments sorted by ascii order.
- $\bullet$  It should display all arguments, except for  $\mathtt{argv}\,[\mathtt{0}]\,.$
- All arguments have to have their own line.