This folder contains the source code of the solution for Doublebeam programming exercise by Alexander Sergeev (me@alxsrg.com)

HOW TO BUILD
You need a C compiler to build this stuff.
I use Mac OS X with gcc (and Xcode).
On your system, the build process may differs.

Mac OS X or Linux:
```
$ gcc AlxSrgDoublebeamSrc/AlxSrgDoublebeam/main.c -o
AlxSrgDoublebeam
```

Mac OS X (XCode)
Load `AlxSrgDoublebeamSrc/AlxSrgDoublebeam.xcodeproj` into Xcode and hit the "Build" button

Windows
I don't know. The code is located in `AlxSrgDoublebeamSrc/AlxSrgDoublebeam/main.c`

USAGE
This is a console application; it accepts two arguments - string1 and string2

```
$ ./AlxSrgDoublebeam string1 string 2
```

for example,

```
$ ./AlxSrgDoublebeam abc abc
aabbcc
$ ./AlxSrgDoublebeam abc def
cba
fed
$ ./AlxSrgDoublebeam def abc
cfbead
```

SOURCE CODE
The code is located in `AlxSrgDoublebeamSrc/AlxSrgDoublebeam/main.c`
My version of MyStrCmp takes `const char*` instead of `char*` because we do not need to change the string content here.

The source code includes some tests, but they are commented out.
I wrote them for my own purposes. Yes, they include strcmp function call in order to check the correctness of my own MyStrCmp version.