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Code:

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include <time.h>

int LetterToNumber(char strSenctence[30])

{

char \*strWord = strtok(strSenctence," ");

int iNumber = 0;

while(strWord)

{

//printf("strWord: %s \n", strWord);

if (strcmp(strWord, "one") == 0)

{

iNumber += 1;

}

else if (strcmp(strWord, "two") == 0)

{

iNumber += 2;

}

else if (strcmp(strWord, "three") == 0)

{

iNumber += 3;

}

else if (strcmp(strWord, "four") == 0)

{

iNumber += 4;

}

else if (strcmp(strWord, "five") == 0)

{

iNumber += 5;

}

else if (strcmp(strWord, "six") == 0)

{

iNumber += 6;

}

else if (strcmp(strWord, "seven") == 0)

{

iNumber += 7;

}

else if (strcmp(strWord, "eight") == 0)

{

iNumber += 8;

}

else if (strcmp(strWord, "nine") == 0)

{

iNumber += 9;

}

else if (strcmp(strWord, "ten") == 0)

{

iNumber += 10;

}

else if (strcmp(strWord, "eleven") == 0)

{

iNumber += 11;

}

else if (strcmp(strWord, "twelve") == 0)

{

iNumber += 12;

}

else if (strcmp(strWord, "thirteen") == 0)

{

iNumber += 13;

}

else if (strcmp(strWord, "fourteen") == 0)

{

iNumber += 14;

}

else if (strcmp(strWord, "fifteen") == 0)

{

iNumber += 15;

}

else if (strcmp(strWord, "sixteen") == 0)

{

iNumber += 16;

}

else if (strcmp(strWord, "seventeen") == 0)

{

iNumber += 17;

}

else if (strcmp(strWord, "eighteen") == 0)

{

iNumber += 18;

}

else if (strcmp(strWord, "nineteen") == 0)

{

iNumber += 19;

}

else if (strcmp(strWord, "twenty") == 0)

{

iNumber += 20;

}

else if (strcmp(strWord, "thirty") == 0)

{

iNumber += 30;

}

else if (strcmp(strWord, "fourty") == 0)

{

iNumber += 40;

}

else if (strcmp(strWord, "fifty") == 0)

{

iNumber += 50;

}

else if (strcmp(strWord, "sixty") == 0)

{

iNumber += 60;

}

else if (strcmp(strWord, "seventy") == 0)

{

iNumber += 70;

}

else if (strcmp(strWord, "eighty") == 0)

{

iNumber += 80;

}

else if (strcmp(strWord, "ninety") == 0)

{

iNumber += 90;

}

else if (strcmp(strWord, "hundred") == 0)

{

iNumber \*= 100;

}

strWord = strtok (NULL, " ");

}

return iNumber;

}

int HowManyChars(int iNumber)

{

if(iNumber > 100)

{

return 3;

}

else if(iNumber < 99 && iNumber > 9)

{

return 2;

}

else

{

return 1;

}

}

void vRandomize(char iArr[], int iNum)

{

int iA;

srand( time(NULL));

for(iA = (iNum - 1); iA > 0; iA--)

{

int iB = rand() % (iA + 1);

vSwap(&iArr[iA], &iArr[iB]);

}

}

void vSwap(char \*CharA, char \*CharB)

{

char iTemp = \*CharA;

\*CharA = \*CharB;

\*CharB = iTemp;

}

int main()

{

char strChars[3] = {'a','a','a'}, strNumber[3], strSenctence[30], strNumberFinal[9], strFinal[12] = {};

int iA = 0, iTemp = 0, iNumber = 0, iNumsOfChars = 0;

int c;

printf("Agent Id Validation.\n");

for(iA = 0; iA < 3; iA++)

{

printf("Give me the %d character: ",iA);

scanf(" %c",&strChars[iA]);

if(!isalpha(strChars[iA]))

{

while(!isalpha(strChars[iA]))

{

printf("Thats not a letter!!!!\n");

printf("Give me the %d character: ",iA);

scanf(" %c",&strChars[iA]);

}

}

}

for(iA = 0; iA < 3; iA++)

{

strFinal[iA] = strChars[iA];

}

//It erases the stdin

do

{

c = getchar();

}

while(c != EOF && c != '\n');

while(iNumsOfChars < 9)

{

printf("Insert Number: \n");

fgets(strSenctence, 30, stdin);

strSenctence[strlen(strSenctence) - 1] = '\0';

iNumber = LetterToNumber(strSenctence);

if(iNumsOfChars + HowManyChars(iNumber) > 9)

{

printf("You already have too many numbers\n");

continue;

}

iNumsOfChars += HowManyChars(iNumber);

sprintf(strNumber, "%d", iNumber);

strcat(strNumberFinal, strNumber);

}

vRandomize(strNumberFinal,9);

strcat(strFinal,strNumberFinal);

printf("Id: %s \n",strFinal);

return 0;

}