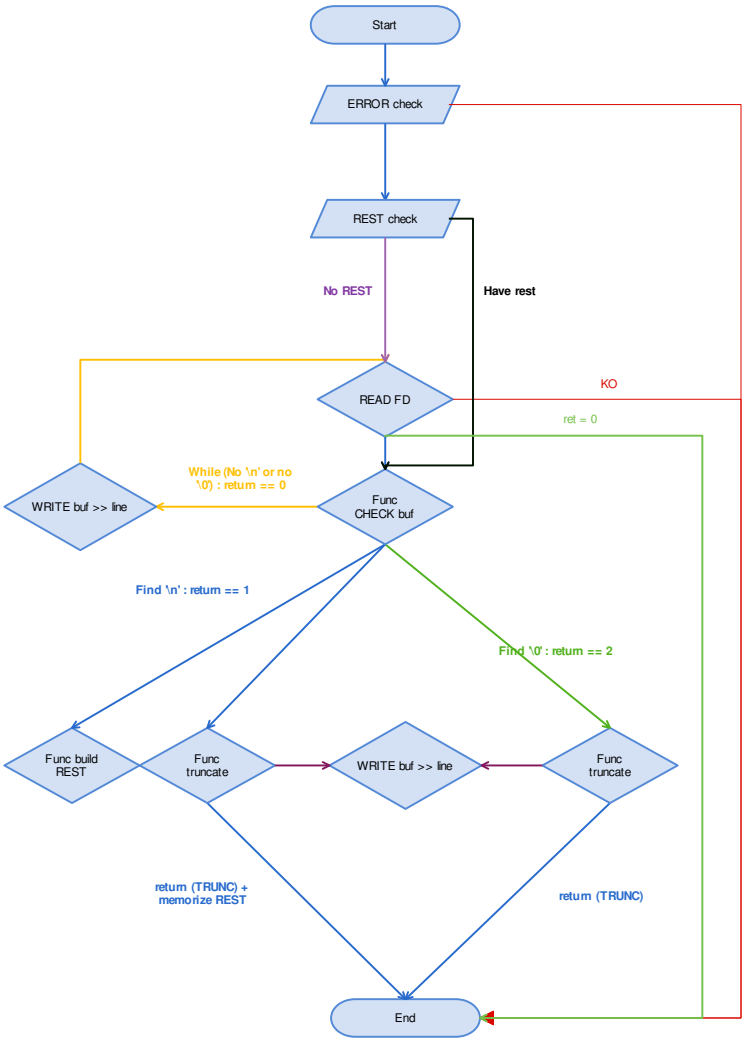
gnl - Flowchart




```
Func CHECK buf_or_rest :

param (char buf[], char *rest)

int i;

i = 0;
if (rest)
{
   while (i < BUFF_SIZE)
   {
      if (rest[i] == '\0')
         return (2);
      if (rest[i] == '\n')
         return (1);
      ++i;
   }
}
else
{
   while (i < BUFF_SIZE)
   {
      if (buf[i] == '\0')
         return (2);
      if (buf[i] == '\n')
         return (1);
      ++i;
   }
}
return (0);
```

```
REST check :

param (char *rest)

if (!rest || rest[0] == '\0')
    return (0);
else
    return (1);
```

```
Func write buf_to_line:

Param (char ** line, char buf_or_rest[], int size, int isrest)

int i;
char *tmp;

i = 0;
if (!(*line))
{
    if ((*line) = (char*)malloc(1))
        (*line)[0] = '\0';
}
tmp = ft_strnew(size + 1);
while (i < size)
{
tmp[i] = buf_or_rest[i];
++i;
}
tmp[i] = '\0';
(*line) = ft_strjoin((*line), tmp);
if (isrest)
    buf_or_rest[0] = '\0';
```

```
Func truncate

Param (int val_c, char buf[],
char **line, char **rest)

int i;
char c;

i = 0;
c = (val_c == 1) ? '\n' : '\0';
while (buf[i] != c)
   ++i;
buf_to_line(line, buf[], i, 0);
if (c == '\n')
    (*rest) = build_rest(buff, i +
1);
return (1);
```

```
Func build_rest

Param (char buf[], int start)

static char rest[BUFF_SIZE];
int i;

rest[0] = '\0';
i = 0;
if (buff[start] != '\0')
{
    while (start < BUFF_SIZE)
        rest[i++] = buff[start++];
    rest[i] = '\0';
}
return (rest)
```