



C - Pool - Tek1

Subject match-nmatch

C Pool Managers

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# Instructions

- The subject may change until one hour before turn-in.
- Respect the norm takes time, but is good for you. This way your code will respect the norm since the first written line.
- Ask yourself if it's relevant to let a `main()` function in your turn-in knowing we will add our own.
- You can't use any sytem functions.
- Remember to discuss on the pool forum!
- You can use you lib from your Makefile, it has to be stored like for any pool day in the directory:  
Piscine\_C\_match-nmatch/lib/my  
the my.h file being in:  
Piscine\_C\_match-nmatch/include
- Turn-in directory:  
Piscine\_C\_match-nmatch



## *Indices*

Remember it is always better to create your repository at the beginning of the day and to turn-in your work on a regular basis



## *Indices*

On the instructions of each exercises, this directory is specified for every turn-in path



# match

- The purpose of the function is to know if two strings match.
- It is said that `s1` and `s2` match when `s1` and `s2` are identical.
- If `s2` contains a star (`'*'`), we can replace this star with any character string (even empty) so that `s1` and `s2` are identical.
- `s2` can contain as many stars as we want.
- Example:
  - `"main.c"` and `"*.c"` match because it is possible to replace `'*'` with the string `"main"` so that the two strings are identical.
- It shall be prototyped as follows:

```
1  int match(char *s1, char *s2);
```
- It must return 1 if `s1` matches `s2` or 0 in the other case.
- Turn in directory:  
`Piscine_C_match-nmatch/match.c`



## nmatch

- The purpose of the function is to count the number of times the two strings match.
- When there are two or more stars, several string combinations can suit.
- `nmatch` will calculate the total number of such combinations.
- Example:

- "abcbcd" and "\*b\*" match 2 times: ("a","cbd") and ("abc", "d")

- "abc" and "a\*\*" match 3 times : (nothing,"bc") and ("b", "c") and ("bc", nothing)
- It shall be prototyped as follows:

```
1 int nmatch(char *s1, char *s2);
```

- It must return the number of combinations that match.
- Turn in directory:  
Piscine\_C\_match-nmatch/nmatch.c

