





## Elementary programming BSQ

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Abstract: This document is the subject of the BSQ Elementary programming project.





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### Chapter I

#### Instructions

- Your code must comply with the norm
- $\bullet$  Your sources must be turned in on the CPE\_year\_bsq repository ( ex : CPE\_2014\_bsq ).



Pay attention to the permissions of your files and directories ...





#### Chapter II

#### Subject

- The goal of the project is to find the biggest possible square on a board, while avoiding obstacles.
- The board will be given to you in a file, passed as argument to your program.
- The board is composed of lines of '.' and 'o'.
- The first line of the board is a number indicating the number of lines in the board.
- All lines have the same length.
- The board will always be a rectangle.
- There will always be at least a line of at least one cell.
- At the end of every line, there is a '\n'.
- Example:





- The goal of the program is to remplace the '.' by 'x' to represent the biggest square possible.
- When several solutions are possible, we will choose to represent the top-leftmost square.
- Example :



Even if it does not visually look like a square, it is a square  $\dots$ 





#### Chapter III

#### Perl board generator

• The following perl script allows you to create boards:

```
#!/usr/bin/perl -w
      if ((scalar @ARGV) != 3)
          print "program x y density\n";
          exit;
      my x = ARGV[0];
      my y = ARGV[1];
10
      my $density = $ARGV[2];
11
      my $i = 0;
12
13
      my j = 0;
      print $y . "\n";
15
16
      while (\$i < \$y)
17
18
          j = 0;
          while (\$j < \$x)
20
21
              if (int(rand($y)*2) < $density)</pre>
22
              {
23
                  print "o";
24
              }
25
              else
27
                  print ".";
28
29
              $j++;
30
          print "\n";
32
          $i++;
33
      }
34
```



# Chapter IV Allowed functions

- open
- $\bullet$  read
- write
- $\bullet$  close
- $\bullet$  exit
- malloc
- free

