Chapter III

Exercise 00: ft_putstr

	Exercice: 00	
	ft_putstr	
Turn-in directory : $ex00/$		
Files to turn in : ft_putstr.c		
Allowed functions: ft_putchar		
Remarks: n/a		/

- 42 Classics: Theses exercises are key assignments that do not earn points, but are mandatory to validate in order to access to the real assignments of the day.
 - Create a function that displays a string of characters on the standard output.
 - Here's how it should be prototyped :

void ft_putstr(char *str);

Chapter IV

Exercise 01: ft_putnbr

	Exercice: 01	
	ft_putnbr	
Turn-in directory : $ex0$	1/	
Files to turn in : ft_pu	tnbr.c	
Allowed functions: ft_	putchar	
Remarks: n/a		

42 - Classics: Theses exercises are key assignments that do not earn points, but are mandatory to validate in order to access to the real assignments of the day.

- Create a function that displays the number entered as a parameter. The function has to be able to display all possible values within an int type variable.
- Here's how it should be prototyped:

void ft_putnbr(int nb);

- For example:
 - o ft_putnbr(42) displays "42".

Chapter V

Exercise 02 : ft_atoi

	Exercice: 02	
	ft_atoi	/
Turn-in directory : $ex02/$		
Files to turn in: ft_atoi.	С	
Allowed functions: Nothin	ng	
Remarks: n/a		

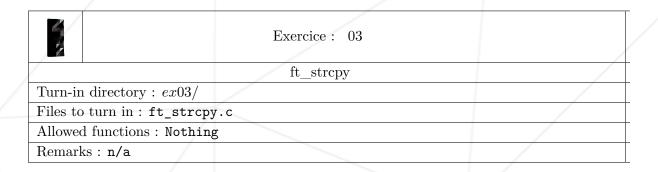
42 - Classics: Theses exercises are key assignments that do not earn points, but are mandatory to validate in order to access to the real assignments of the day.

- Reproduce the behavior of the function atoi (man atoi).
- \bullet Here's how it should be prototyped :

int ft_atoi(char *str);

Chapter VI

Exercise 03: ft_strcpy

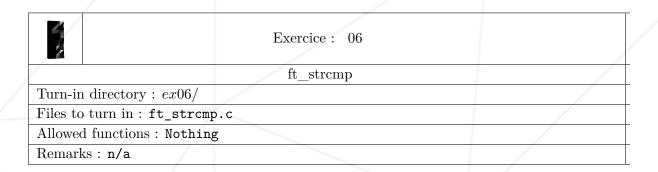


- Reproduce the behavior of the function strcpy (man strcpy).
- Here's how it should be prototyped :

char *ft_strcpy(char *dest, char *src);

Chapter IX

Exercise 06: ft_strcmp

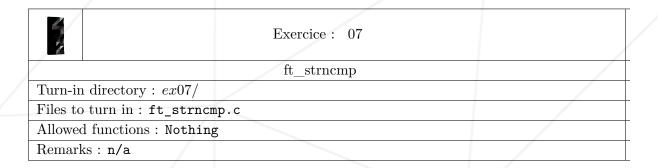


- Reproduce the behavior of the function strcmp (man strcmp).
- Here's how it should be prototyped :

t ft_strcmp(char *s1, char *s2);

Chapter X

Exercise 07: ft_strncmp

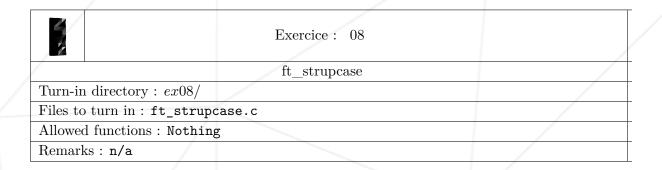


- Reproduce the behavior of the function strncmp (man strncmp).
- Here's how it should be prototyped :

int ft_strncmp(char *s1, char *s2, unsigned int n);

Chapter XI

Exercise 08: ft_strupcase



- Create a function that transforms every letter of every word to uppercase.
- Here's how it should be prototyped :

char *ft_strupcase(char *str);

• It should return str.

Chapter XII

Exercise 09: ft_strlowcase

	Exercice: 09	
/	${ m ft_strlowcase}$	
Turn-in directory : $ex09/$		
Files to turn in : ft_strlowca	se.c	
Allowed functions: Nothing		
Remarks : n/a		

- \bullet Create a function that transforms every letter of every word to lowercase.
- Here's how it should be prototyped :

char *ft_strlowcase(char *str);

• It should return str.

Chapter XV

Exercise 12: ft_str_is_numeric

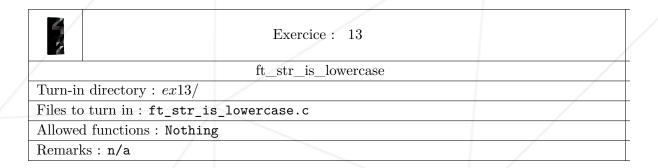
	Exercice: 12	
/	ft_str_is_numeric	
Turn-in directory : $ex12/$		
Files to turn in : ft_str_i	s_numeric.c	
Allowed functions: Nothir	ng	
Remarks : n/a		

- Create a function that returns 1 if the string given as a parameter contains only digits, and 0 if it contains any other character.
- Here's how it should be prototyped :

```
int ft_str_is_numeric(char *str);
```

Chapter XVI

Exercise 13: ft_str_is_lowercase



- Create a function that returns 1 if the string given as a parameter contains only lowercase alphabetical characters, and 0 if it contains any other character.
- Here's how it should be prototyped :

```
int ft_str_is_lowercase(char *str);
```

Chapter XVII

Exercise 14 : ft_str_is_uppercase

	Exercice: 14	
	ft_str_is_uppercase	
Turn-in directory : $ex14/$		
Files to turn in : ft_str_	is_uppercase.c	
Allowed functions: Nothin	ng	
Remarks : n/a		

- Create a function that returns 1 if the string given as a parameter contains only uppercase alphabetical characters, and 0 if it contains any other character.
- Here's how it should be prototyped :

int ft_str_is_uppercase(char *str);

Chapter XVIII

Exercise 15: ft_str_is_printable

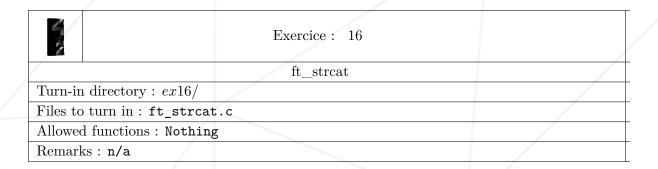
2	Exercice: 15	
	ft_str_is_printable	
Turn-in directory : $ex15$	/	
Files to turn in : ft_str	_is_printable.c	
Allowed functions: Noth	ning	
Remarks : n/a		/

- Create a function that returns 1 if the string given as a parameter contains only printable characters, and 0 if it contains any other character.
- Here's how it should be prototyped :

int ft_str_is_printable(char *str);

Chapter XIX

Exercise 16: ft_strcat

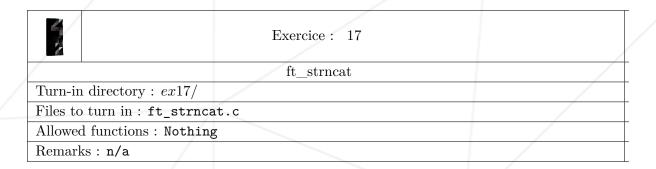


- \bullet Reproduce the behavior of the function \mathtt{strcat} (man strcat).
- Here's how it should be prototyped :

char *ft_strcat(char *dest, char *src);

Chapter XX

Exercise 17: ft_strncat



- \bullet Reproduce the behavior of the function ${\tt strncat}$ (man ${\tt strncat}$).
- Here's how it should be prototyped :

char *ft_strncat(char *dest, char *src, int nb);