



Push_swap

Because Swap_push isn't as natural

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Summary:

This project will make you sort data on a stack, with a limited set of instructions, using the lowest possible number of actions. To succeed you'll have to manipulate various types of algorithms and choose the one (of many) most appropriate solution for an optimized data sorting.

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Chapter I

Foreword

- C

```
#include <stdio.h>

int main(void)
{
    printf("hello, world\n");
    return 0;
}
```

- ASM

```
cseg segment
assume cs:cseg, ds:cseg
org 100h
main proc
jmp debut
mess db 'Hello world!$'
debut:
mov dx, offset mess
mov ah, 9
int 21h
ret
main endp
cseg ends
end main
```

- LOLCODE

```
HAI
CAN HAS STDIO?
VISIBLE "HELLO WORLD!"
KTHXBYE
```

- PHP

```
<?php
    echo "Hello world!";
?>
```

- BrainFuck

```
+++++++[>++++++>+++++++>+++><<<<-]
>+,>+,++++++,.,++,>+.
<<+++++++>,.,++,------,------,>+,>
```

- C#

```
using System;

public class HelloWorld {
    public static void Main () {
        Console.WriteLine("Hello world!");
    }
}
```

- HTML5

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>Hello world !</title>
  </head>
  <body>
    <p>Hello World !</p>
  </body>
</html>
```

- YASL

```
"Hello world!"
print
```

- OCaml

```
let main () =
  print_endline "Hello world !"

let _ = main ()
```

Chapter II

Introduction

The `Push_swap` project is a very simple and highly effective algorithm project: data will need to be sorted. You have at your disposal a set of int values, 2 stacks and a set of instructions to manipulate both stacks.

Your goal ? Write a program in `C` called `push_swap` which calculates and displays on the standard output the smallest program using `Push_swap` instruction language that sorts the integer arguments received.

Easy?

We'll see about that...

Chapter III

Goals

To write a sorting algorithm is always a very important step in a coder's life, because it is often the first encounter with the concept of [complexity](#).

Sorting algorithms, and their complexities are part of the classic questions discussed during job interviews. It's probably a good time to look at these concepts because you'll have to face them at one point.

The learning objectives of this project are rigor, use of C and use of basic algorithms. Especially looking at the complexity of these basic algorithms.

Sorting values is simple. To sort them the fastest way possible is less simple, especially because from one integers configuration to another, the most efficient sorting algorithm can differ.

Chapter IV

General Instructions

- This project will only be corrected by actual human beings. You are therefore free to organize and name your files as you wish, although you need to respect some requirements listed below.
- The executable file must be named `push_swap`.
- You must submit a **Makefile**. That **Makefile** needs to compile the project and must contain the usual rules. It can only recompile the program if necessary.
- If you are clever, you will use your library for this project, submit also your folder `libft` including its own **Makefile** at the root of your repository. Your **Makefile** will have to compile the library, and then compile your project.
- **Global variables are forbidden**.
- Your project must be written in C in accordance with the Norm.
- You have to handle errors in a sensitive manner. In no way can your program quit in an unexpected manner (Segmentation fault, bus error, double free, etc).
- Neither program can have any **memory leaks**.
- Within your mandatory part you are allowed to use the following functions:

- `write`
- `read`
- `malloc`
- `free`
- `exit`

- You can ask questions on the forum & Slack...

Chapter V

Mandatory part

V.1 Game rules

- The game is composed of 2 stacks named a and b.
- To start with:
 - a contains a random number of either positive or negative numbers without any duplicates.
 - b is empty
- The goal is to sort in ascending order numbers into stack a.
- To do this you have the following operations at your disposal:

sa : swap a - swap the first 2 elements at the top of stack a. Do nothing if there is only one or no elements).

sb : swap b - swap the first 2 elements at the top of stack b. Do nothing if there is only one or no elements).

ss : sa and sb at the same time.

pa : push a - take the first element at the top of b and put it at the top of a. Do nothing if b is empty.

pb : push b - take the first element at the top of a and put it at the top of b. Do nothing if a is empty.

ra : rotate a - shift up all elements of stack a by 1. The first element becomes the last one.

rb : rotate b - shift up all elements of stack b by 1. The first element becomes the last one.

rr : ra and rb at the same time.

rra : reverse rotate a - shift down all elements of stack a by 1. The last element becomes the first one.

rrb : reverse rotate b - shift down all elements of stack **b** by 1. The last element becomes the first one.

rrr : rra and **rrb** at the same time.

V.2 Example

To illustrate the effect of some of these instructions, let's sort a random list of integers. In this example, we'll consider that both stack are growing from the right.

```
-----
Init a and b:
2
1
3
6
5
8
- -
a b
-----
Exec sa:
1
2
3
6
5
8
- -
a b
-----
Exec pb pb pb:
6 3
5 2
8 1
- -
a b
-----
Exec ra rb (equiv. to rr):
5 2
8 1
6 3
- -
a b
-----
Exec rra rrb (equiv. to rrr):
6 3
5 2
8 1
- -
a b
-----
Exec sa:
5 3
6 2
8 1
- -
a b
-----
Exec pa pa pa:
1
2
3
5
6
8
- -
a b
-----
```

This example sort integers from a in 12 instructions. Can you do better ?

V.3 The “push_swap” program

- You have to write a program named `push_swap` which will receive as an argument the stack `a` formatted as a list of integers. The first argument should be at the top of the stack (be careful about the order).
- The program must display the smallest list of instructions possible to sort the stack `a`, the smallest number being at the top.
- Instructions must be separated by a `'\n'` and nothing else.
- The goal is to sort the stack with the minimum possible number of operations. During defence we'll compare the number of instructions your program found with a maximum number of operations tolerated. If your program either displays a list too big or if the list isn't sorted properly, you'll get no points.
- In case of error, you must display **Error** followed by a `'\n'` on the standard error. Errors include for example: `some arguments aren't integers`, some arguments are `bigger than an integer`, and/or there are `duplicates`.

```
$>./push_swap 2 1 3 6 5 8
sa
pb
pb
pb
sa
pa
pa
pa
$>./push_swap 0 one 2 3
Error
$>
```

During the defence we'll provide a binary to properly check your program. It will work as follows:

```
$>ARG="4 67 3 87 23"; ./push_swap $ARG | wc -l
6
$>ARG="4 67 3 87 23"; ./push_swap $ARG | ./checker_OS $ARG
OK
$>
```

If the program `checker_OS` displays `KO`, it means that your `push_swap` came up with a list of instructions that doesn't sort the list. The `checker_OS` program is available in the resources of the project on the intranet. You can find in the bonus section of this document a description of how it works.

Chapter VI

Bonus part

We will look at your bonus part if and only if your mandatory part is EXCELLENT. This means that you must complete the mandatory part, beginning to end, and your error management needs to be flawless, even in cases of twisted or bad usage. If that's not the case, your bonuses will be totally IGNORED.

How interesting could it be to code yourself your own checker? Vvvvvvery interesting!!

VI.1 The “checker” program

- Write a program named **checker**, which will get as an argument the stack **a** formatted as a list of integers. The first argument should be at the top of the stack (be careful about the order). If no argument is given **checker** stops and displays nothing.
- **checker** will then wait and read instructions on the standard input, each instruction will be followed by '\n'. Once all the instructions have been read, **checker** will execute them on the stack received as an argument.
- If after executing those instructions, stack **a** is actually sorted and **b** is empty, then **checker** must display "OK" followed by a '\n' on the standard output. In every other case, **checker** must display "KO" followed by a '\n' on the standard output.
- In case of error, you must display **Error** followed by a '\n' on the **standard error**. Errors include for example: some arguments are not integers, some arguments are bigger than an integer, there are duplicates, an instruction don't exist and/or is incorrectly formatted.



Thanks to the checker program, you will be able to check if the list of instructions you'll generate with the program push_swap is actually sorting the stack properly.

```
$>./checker 3 2 1 0
rra
pb
sa
rra
pa
OK
$>./checker 3 2 1 0
sa
rra
pb
KO
$>./checker 3 2 one 0
Error
$>
```

Chapter VII

Submission and peer correction

Submit your work on your `Git` repository as usual. Only the work on your repository will be graded.

Good luck to all!