For my tile.c, I decided to have a function that took care of placing the tile on certain points on the grid. You can specify where by passing indexes. This ended up helping me in the long run, the rest of the program was made easy because of this function. All I had to do was loop through the grid tiles, and call this function for each index.

For my rotate.c, I made a separate function that adds a slash to the end of strings. This made it easier to do string manipulation. For the args that were passed to exec, I had a global array of string array, that I added strings to based on which command the loop was currently on.

My program doesn't really have any error handling. So someone could pass random arguments to all of them and they would just crash.