

# Week-end Challenge

## 01

### Subject:

For this challenge, you will be asked to create your own [morse code](#) interpreter.

### Rules:

- Only 1 submission per student
- Your code has to be written in C and compile with the following flags: `-Wall -Wextra -Werror`
- Try to respect the norm as much as you can to make it readable, but also feel free to take some liberties if you want to: longer functions (more than 25 lines), the use of `switch` and `for`, etc
- To compile your program, please provide a `Makefile` or, if you can't be bothered, a script called `build.sh`.
- You do not have to handle error cases (invalid morse string), but doing it will be considered a bonus.

### Mandatory part:

<b>program name</b>	<code>morsec</code>
<b>Turn-in files</b>	<code>*.c / *.h / Makefile or build.sh</code>
<b>Arguments</b>	the morse string
<b>Authorized libraries</b>	anything from the <b>libc</b>
<b>Description</b>	Your program should receive morse code as a string made of <code>"-./"</code> , translate it to text and displaying it in <b>stdout</b> .

Your interpreter will be able to read letters according to [this dictionary](#). Morse letters will be separated by spaces and words will be separated by a slash. Example:

```
> ./morsec "-- -.- / -. .- -- . / .. ... / .--- . ---. ---."
my name is jeff
>
```

### Ressources:

- [WEC GitHub repository](#)
- [Morse code dictionary](#)

## Bonus :

If your program works perfectly, you can add more features to increase your chances to win. In this case, the bonus will be able to add a reverse option to your program.

Example:

```
> ./morsec -r "vibe check"  
...- .. -... . / -.-. .... . -.-. -.-  
>
```

## Turn-in :

To submit your project, compress the folder of the source code into a zip archive and send it by email to [tutors@sl9.be](mailto:tutors@sl9.be) with the following subject: `wec01 - [login]`. The deadline is Sunday at 10:19pm.

## Results :

The results will be announced the following Monday's AMA, and **3500** points will be shared between the winners.