



Piscine C

24

Staff 42 piscine@42.fr

Summary: THE FOLLOWING TAKES PLACE BETWEEN 9.00 A.M. AND 10.00 A.M.

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Chapter I

Consignes

- Only this page will serve as reference, do not trust rumors.
- Watch out! This document could potentially change up to an hour before submission.
- Make sure you have the appropriate permissions on your files and directories.
- You have to follow the submission procedures for every exercise.
- Your exercises will be checked and graded by your fellow classmates.
- On top of that, your exercises will be checked and graded by a program called Moulinette.
- Moulinette is very meticulous and strict in its evaluation of your work. It is entirely automated and there is no way to negotiate with it. So if you want to avoid bad surprises, be as thorough as possible.
- Moulinette is not very open-minded. It won't try and understand your code if it doesn't respect the Norm.
- Using a forbidden function is considered cheating. Cheaters get -42.
- If `ft_putchar()` is an authorized function, we will compile your code with our `ft_putchar.c`.
- You'll only have to submit a `main()` function if we ask for a program.
- Moulinette compiles with these flags: `-Wall -Wextra -Werror`.
- If your program doesn't compile, you'll get 0.
- Exercises in Shell must be executable with `/bin/sh..`
- You cannot leave any additional files in your directory other than those specified in the subject.

- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- Your reference guide is called **Google / man / the Internet /**
- Check out the "C Piscine" part of the forum on the intranet.
- Examine the examples thoroughly. They could very well call for details that are not explicitly mentioned in the subject...
- By Odin, by Thor ! Use your brain !!!

Foreword

« "Nothing happened as planned Anastacia! Nothing! We are the only two survivors of the terrorist attack, we must leave!

- Not without re-establishing the killers signal, Natasha! Just let me find a more powerful generator ...

- We do not have time, we have to fall back. Before being caught by the British, Thar and Zoz warned me that Chloe O'Brian had decoded our files. She knows what we are preparing, she knows where to find us! " »


« "It's time to pay for your crimes ... Anastacia and Natasha! Yelled an overexcited Bauer. - "We'll make you regret the day you were taught to hack a computer!" Added a revengeful O'Brian. - I warned you Anastacia! The Narrator did not like that you modified the history by inventing a family for Agent Crêpe, we will pay the price! - Not without fighting, Natasha! The generator is plugged in, it will splaaach!" »

[illegible]

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Chapter III

ft_fight.c

	Exercise 15
ft_fight.c	
Turn-in directory : <i>ex15/</i>	
Files to turn in : ft_fight.h , ft_fight.c	
Allowed functions : write	
Notes : n/a	

- Create a function **ft_fight** which simulates the battle.
- Here's how it should be prototyped

```
void ft_fight(t_perso a, t_perso b);
```

- The first argument is the attacker, the second presents the attacked
- If the attack is a judo kick, the attacked loses 15 points.
- If the attack is a judo punch, the attacked loses 5 points.
- If the attack is a judo headbutt, the attacker loses 20 points.
- Each attack should display the output of type `Nicolas Bauer does a judo kick on Anastacia.`
- Nicolas and Anastacia are of type **t_perso** as we've seen earlier today.
- The different attacks are `judo kick`, `judo punch` and `judo headbutt`.

- Once the defense loses all their points, the function will display **Anastacia is dead** (Anastacia to be replaced by the appropriate name.)
- There can't be a fight if both fighters have no points left.
- Each display must be followed by a line break
- Here's an example of **main** and its output:

```
$>cat main.c  
#include "ft_perso.h"  
#include "ft_fight.h"  
  
int main()  
{  
    crrrcrrrcrrc  
    crrrrcr nicolas_bauer;  
    crrrcrccrrrrcrrrrcrrr  
  
    crrrcrccccrrrrrrrrcrrr;  
    crrrrrcrrrrrcrrrrcrrrr;  
    crrrrrcrrrrrcrrrrcrrrr;  
    crrrrrcrrrrrcrrrrcrrrr;  
    ft_fight(&nicolas_bauer, &anastacia, KICK);  
    ft_fight(&anastacia, &nicolas_bauer, PUNCH);  
    ft_fight(&nicolas_bauer, &anastacia, HEADBUTT);  
  
    crrrrrr crrrrrr  
    crrrcrrrrrrcrrrr
```