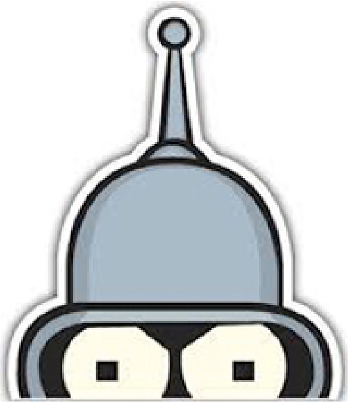
B2 - Stumpers

B-CPE-210

Spongebob case chk.

Solo Stumper



1.0

Spongebob case chk.

binary name: spongebob_case_checker
language: C
compilation: via Makefile, including re, clean and fclean rules

- The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.
- Error messages have to be written on the error output, and the program should then exit with the 84 error code (0 if there is no error).

For this project, the **only** authorized function is `write`.

Spongebob is a regularly mischievous character, and does not hesitate to mock others.

When mocking others by text, the messages are often composed of randomly capitalized letters, such as:

```
wHY dO YoU CRaSh?
```

We will refer to this style of writing as the *Spongebob case*.

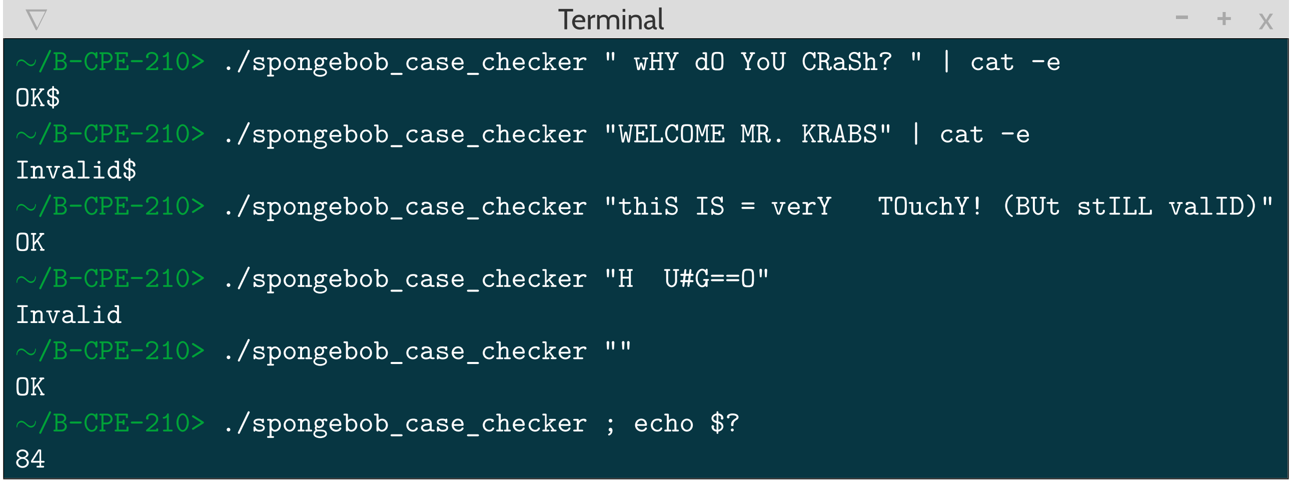
Write a program that takes only one string as parameter and checks that the string is in the Spongebob case style.

If the string is in Spongebob case, the program displays `OK` followed by a newline; otherwise, it displays `Invalid` followed by a newline. All those messages must be written on the standard output.

A valid Spongebob case message never has more than 3 consecutive letters with the same capitalization.

It does not matter if two letters are separated by spaces, digits, or other characters than letters; if between two given letters, there are no other letters, these two letters are considered consecutive.

Examples



```
~/B-CPE-210> ./spongebob_case_checker " wHY dO YoU CRaSh? " | cat -e
OK$
~/B-CPE-210> ./spongebob_case_checker "WELCOME MR. KRABS" | cat -e
Invalid$
~/B-CPE-210> ./spongebob_case_checker "thiS IS = verY   TOuchY! (BUt stILL valID)"
OK
~/B-CPE-210> ./spongebob_case_checker "H  U#G==O"
Invalid
~/B-CPE-210> ./spongebob_case_checker ""
OK
~/B-CPE-210> ./spongebob_case_checker ; echo $?
84
```