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BINARY
SU DOKU



CSI:

CRIME SCENE INVESTIGATION

problem set 4

CS50 Appliance 2.3 [Running]

Terminal - jharvard@appliance:~/pset4

File Edit View Terminal Go Help






Sudoku by John Harvard









.	.	8	.	.	3	4	.	.
.	9	.	4	5	.	.	6	.
3	.	4	2	.	.	1	.	8
7	.	.	.	2	.	6	9	.
.	8	.	1	.	7	.	4	.
.	2	3	.	9	.	.	.	1
6	.	1	.	.	5	7	.	2
.	5	.	.	6	1	.	8	.
.	.	9	7	.	.	5	.	.

playing n00b #42

Sudoku
by John Harvard

[N]ew Game [R]estart Game [Q]uit Game

Menu     Terminal - jharvard@app... 

        Left ⌘

Hacker Edition

store@cs50.net

Pass/Fail

```
void  
swap(int a, int b)  
{  
    int tmp = a;  
    a = b;  
    b = tmp;  
}
```



```
void  
swap(int *a, int *b)  
{  
    int tmp = *a;  
    *a = *b;  
    *b = tmp;  
}
```

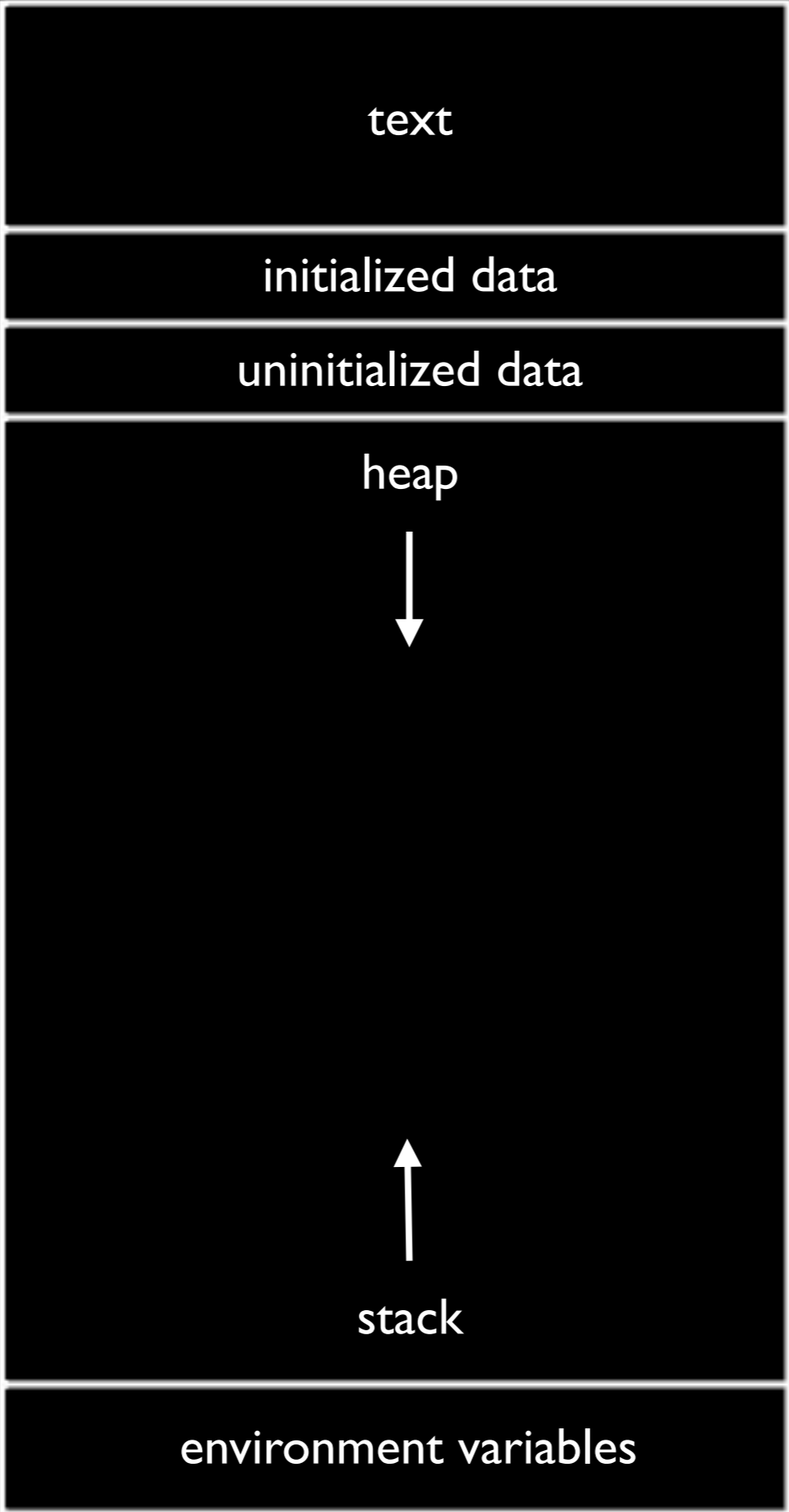
MAN, I SUCK AT THIS GAME.
CAN YOU GIVE ME
A FEW POINTERS?

0x3A28213A
0x6339392C,
0x7363682E.

I HATE YOU.







CS50 Library

GetChar

GetDouble

GetFloat

GetInt

GetLongLong

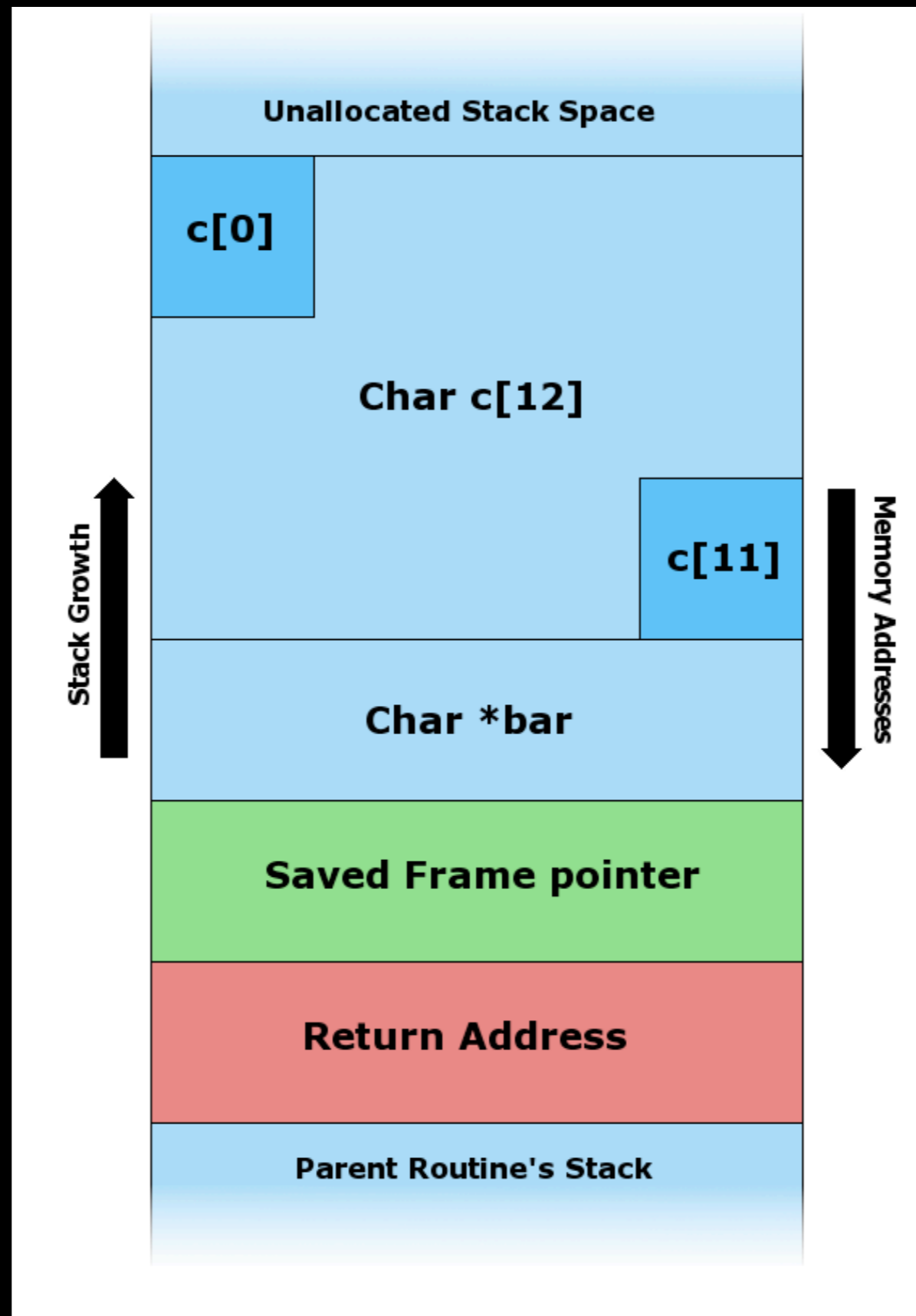
GetString

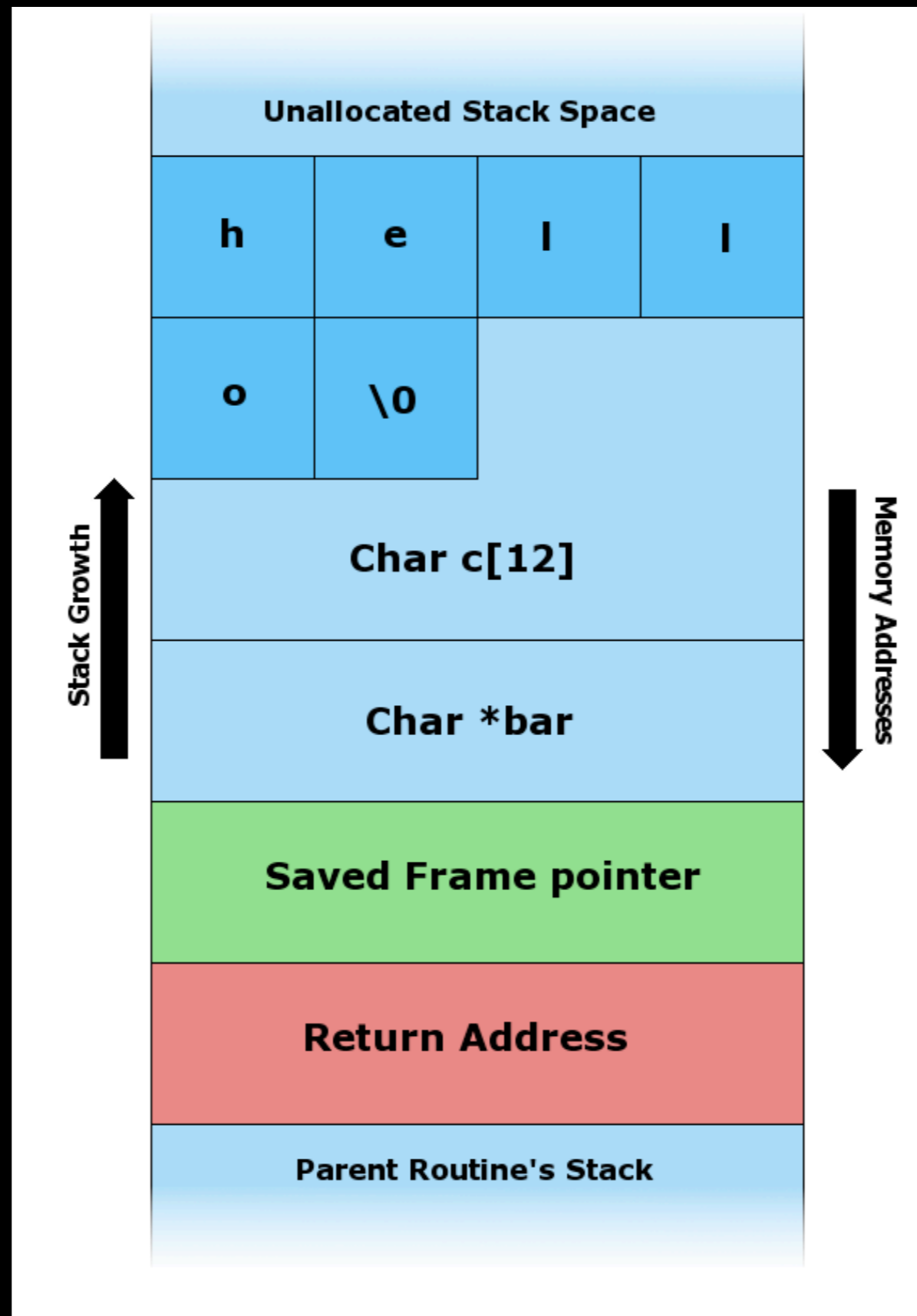
```
#include <string.h>

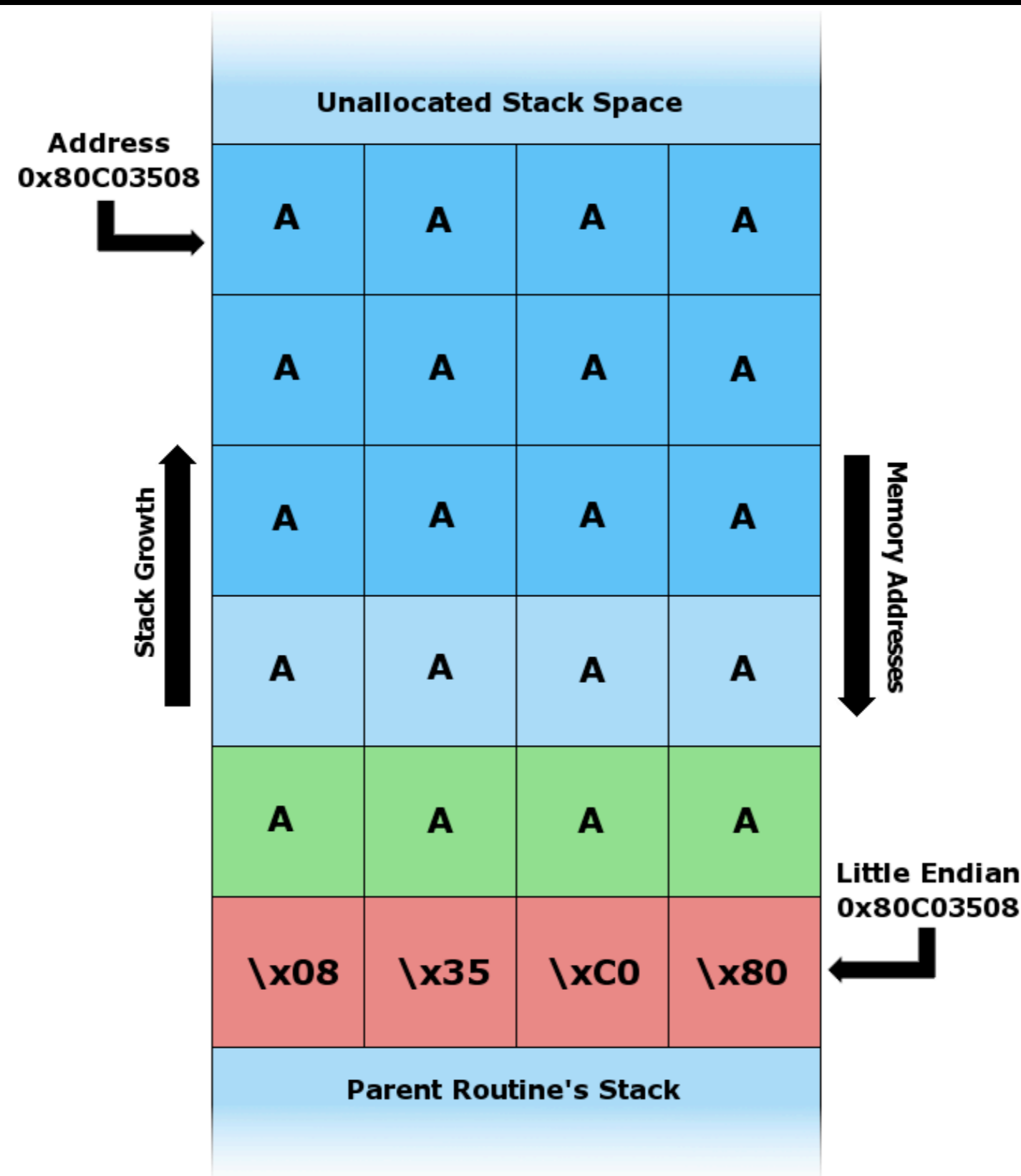
void foo (char *bar)
{
    char c[12];

    memcpy(c, bar, strlen(bar)); // no bounds checking...
}

int main (int argc, char **argv)
{
    foo(argv[1]);
}
```







to be continued...