```c
#include <stdlib.h>
int ft_abs(int i)
{
	if (i < 0)
		return (-i);
	return (i);
}
int *ft_range(int start, int end)
{
	int *tab;
	int i = 0;
	while ((start + i) <= end)
		i++;
	if (!(tab = (int *)malloc(sizeof(int) * i)))
		return (NULL);
	i = -1;
	while ((start + ++i) <= end)
		tab[i] = start + i;
	return (tab);
}
int *ft_rangei(int start, int end)
{
	int *tab;
	int i = 0;
	while((start + i) <= end)
		i++;
	if (!(tab = (int *)malloc(sizeof(int) * i)))
		return (NULL);
	i = -1;
	while ((end - ++i) >= start)
		tab[i] = end - i;
	return (tab);
}
int *ft_rrange(int start, int end)
{
	if (start < end)
		return (ft_rangei(start, end));
	return (ft_range(end, start));
}
```