

CSCI 3750 Programming Assignment 1

Due Friday 2/28/2020

Hi-Low guessing game

For this assignment, you must write a shell script that plays the high/low guessing game. In the game, the following steps are taken:

- 1) The computer will randomly choose an integer between 1 and MAX_NUMBER.
- 2) The computer will repeatedly ask you for a guess with one of the following results:
 - a) Your guess is greater than the MAX_NUMBER: print an appropriate message and continue in the loop.
 - b) Your guess is correct; print the number of guesses you made and end the program
 - c) Your guess is too high: print an appropriate message and continue.
 - d) Your guess is too low; print an appropriate message and continue.

Your script should require a command line argument which is the MAX_NUMBER for the game. Without a value, you should print a usage message.

Your script should be named HighLow.sh or HighLow.csh depending on the type of shell your program runs (sh or csh).

Extra Credit / Honors Credit

For Extra/Honors credit you must allow the game to

- 1) Loop through multiple games. Therefore after each game your script must ask the user if they want to continue (Y/N).
- 2) You must keep track of the number of guesses per game.
- 3) You must save the stats of the game from session to session

- a) When a session ends; Write the Number of guesses and Number of games to a file named HighLow.dat
- b) When a session starts you should read the data from the HighLow.dat file to initialize the game history.

What must be turned in:

You can send you script to me from gemini.csis.ysu.edu with my turnin command.
It is used as:

~kaschueller/turnin file_to_turn_in

If you are writing the script on another machine, you can email me the file. The subject must include “**3750 HighLow game**”