

PROJECT 2 Notes:

INPUT VALIDATION:

I wanted to experiment here a bit, and ended up going with isalpha, or more specifically !isalpha for my check to make sure that the user did not enter any invalid, or non-alphabetical, characters. I then took the input and compared it against its length. For the initial word to be guessed, I forced the user to provide a word up to 20 characters, and for the letter guess, I limited their guess to one letter.

While the validation was not particularly hard to get set up (other than learning about isalpha's use), I did find it difficult to construct their do/while loops because there were multiple parts of the project that required the user to reenter their letter guess if they failed to input a correct value. This resulted in a large number of while conditions, such as checking to see if they guessed a letter already, if they had guessed it correctly already, if they didn't enter an alphabetic character, and if their length exceeded that which was allowed.

While testing the while loop I was having issues where I would break out of it, even with an obvious case where it should not have made it passed the loop. This was a good lesson in scope, and how important it is to make sure that your variables are declared in the right position. My testing however was much more efficient after the number guess project, where taking each part one at a time, testing it, and then moving along was clearly more effective than impossibly attempting to write the entire project at once and THEN testing everything, only to be bombarded by errors.

My initial notes woefully underestimated the first part of the project (I've attached them below. Apologies in advance for the quality, my scanner isn't working), but they did give me a place to start from, so while I eventually ended up going a different direction on most of the work, they got the ball rolling, and they got me thinking about what the best way to start was, while also making it obvious what I needed to look into further.

While this isn't a massive project, it was big enough that comments became especially necessary so that I could scroll down through my code and be able to figure out exactly what was doing what, and where it was doing it. In the future, I would ideally break my work up further into more functions so that I could organize everything even better and make it even more readable.

Write 2 player game

a) b)
string guessedWord

do { enter a word, of up to 20 characters, for player 2 to guess

use

cin << guessedWord

if (guessedWord.length > 20)

{ while (true) {
out please reenter a word that does not exceed 20 chars

c) Function to check validity

bool validString = ~~false~~ true find_first_of

if

invChar = guessedWord.find_first_of(" !,;#?1234567890,

invSpace = guessedWord.find_first_of(" ");

while (invChar != ~~0~~ invChar.
string::npos)

{ validString = ~~true~~ false

}

return 0;

d)