

check50

cs50/labs/2021/x/scrabble

:) scrabble.c exists

Log

```
checking that scrabble.c exists...
```

:) scrabble.c compiles

Log

```
running clang scrabble.c -o scrabble -std=c11 -ggdb -lm -lcs50...
```

:) handles letter cases correctly

Log

```
running ./scrabble...  
sending input LETTERCASE...  
sending input lettercase...  
checking for output "Tie!"...  
checking that program exited with status 0...
```

:) handles punctuation correctly

Log

```
running ./scrabble...  
sending input Punctuation!?!?...  
sending input punctuation...  
checking for output "Tie!"...  
checking that program exited with status 0...
```

:) correctly identifies 'Question?' and 'Question!' as a tie

Log

```
running ./scrabble...  
sending input Question?...  
sending input Question!...
```

```
checking for output "Tie!"...
checking that program exited with status 0...
```

:) correctly identifies 'drawing' and 'illustration' as a tie

Log

```
running ./scrabble...
sending input drawing...
sending input illustration...
checking for output "Tie!"...
checking that program exited with status 0...
```

:) correctly identifies 'hai!' as winner over 'Oh,'

Log

```
running ./scrabble...
sending input Oh,...
sending input hai!...
checking for output "Player 2 wins!"...
checking that program exited with status 0...
```

:) correctly identifies 'COMPUTER' as winner over 'science'

Log

```
running ./scrabble...
sending input COMPUTER...
sending input science...
checking for output "Player 1 wins!"...
checking that program exited with status 0...
```

:) correctly identifies 'Scrabble' as winner over 'wiNNeR'

Log

```
running ./scrabble...
sending input Scrabble...
sending input wiNNeR...
checking for output "Player 1 wins!"...
checking that program exited with status 0...
```

:) correctly identifies 'pig' as winner over 'dog'

Log

```
running ./scrabble...  
sending input pig...  
sending input dog...  
checking for output "Player 1 wins!"...  
checking that program exited with status 0...
```

:) correctly identifies 'Skating!' as winner over 'figure?'

Log

```
running ./scrabble...  
sending input figure?...  
sending input Skating!...  
checking for output "Player 2 wins!"...  
checking that program exited with status 0...
```