[Chapter 10 Exercise#5](https://hwdsb.elearningontario.ca/d2l/le/15933542/discussions/threads/6659852/View)

Dean Brunetti posted Jun 8, 2020 8:30 PM

Subscribed

The code to this program is short but can be tricky.  First thing to do is to understand how this game should work.  Note the example on the second page.  The number of pegs and colours are entered first.  The pegs define how many numbers are to be guessed.  The colours define the range of each of those numbers.  For example, if 3 pegs and 5 colours are entered then there are 3 numbers in the code and each number can be within the range of 1 to 5.

Step #1:  Create a sequence of numbers to be guessed.  This should be stored into an array.

Step #2:  Allow the user to guess the numbers (store into an array).  Each correct number guessed in the correct location is counted as a correct peg and a correct colour.

Step #3: Determine which numbers are correct but in the wrong location.  This is counted as a correct colour.

Step #4: Allow for duplicate numbers in the code and the guess.  This may need another array to handle this.