

## SHELLS - ASSIGNMENT #3

### BAT Scripts

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The objective is to write one .BAT script files that implements a “guess the number game”.

Student must paste their code inside an eMail message.:

- To: [tjoubert@theoris.fr](mailto:tjoubert@theoris.fr)
- Object: B24S\_3\_YOUR-LAST-NAME

**NOTE:** Students may use any resouce to achieve the BAT code but every script should look different, especially different from the ChatGPT answer to this subject as a prompt (You may use goto statements, subroutines or split the code in several BAT files).

### GAME REQUIREMENTS

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A random two digit number [10,99] must first be generated by the BAT with %RANDOM%.

The BAT will ask the user to input numbers, if the input equals the random number YOU WIN, in the other case the BAT will inform the user that the given number is “TOO SMALL” or “TOO BIG” and propose another attempt.

Any input that is outside [10,99] causes a “INPUT ERROR” message without comparison.

The number of attempts MAXTRY is limited, the game may be launched at 3 levels decided by BAT argument %1:

- |          |                        |             |
|----------|------------------------|-------------|
| • EASY   | ... no argument        | MAXTRY = 10 |
| • MEDIUM | ... argument (M/m)     | MAXTRY = 8  |
| • HARD   | ... argument NOT (M/m) | MAXTRY = 6  |

Every valid input (*inside [10,99]*) decreases the number of attempts, if the guess does not succeed within authorized number of attempts YOU LOOSE and gain no points.

## SCORING

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If the user finds the number within the maximum number of attempts (*i.e.*  $Try\# \leq MAXTRY$ ), a "YOU WIN" message is displayed and a score is given according to the formula:

$$SCORE = (MAXTRY - Try\# + 1) * K$$

Level	EASY	MEDIUM	HARD
Value of K	1	3	10

The scores with their date and time must be stored in a text file "user-name.txt" (in my case tjoubert.txt) which is located in the same folder as the BAT script.

On every succesful guess, the score file is used to display the information "==" BEST SCORE ==" when it happens, the first score cannot be a best score.

Clearing the history is simply done by erasing the score file

## SCREENSHOTS

```
=== Level EASY ===

give a number in [10,99] ...ten
ten >>>> NOK!!

give a number in [10,99] ...8
8 >>>> NOK!!

give a number in [10,99] ...187
187 >>>> NOK!!

give a number in [10,99] ...50
50 is ++++++ TOO BIG +++++++

give a number in [10,99] ...25
25 is ----- TOO SMALL -----

give a number in [10,99] ...33
33 is ++++++ TOO BIG +++++++

give a number in [10,99] ...28
*** BINGO! 4 points ***
```

```
=== Level HARD ===

give a number in [10,99] ...55
55 is ----- TOO SMALL -----

give a number in [10,99] ...28
28 is ----- TOO SMALL -----

give a number in [10,99] ...19
19 is ----- TOO SMALL -----

give a number in [10,99] ...5
5 >>>> NOK!!

give a number in [10,99] ...88
88 is ----- TOO SMALL -----

give a number in [10,99] ...93
93 is ----- TOO SMALL -----

!!!!!! YOU LOOSE !!!!! it was 97
```