Assignment 5

Enrique Saracho Felix

100406980

CPSC 1150

30/07/2023

# Exercise 1

## Program SecretPhrase

**File name:** SecretPhrase.java

**Purpose:** To allow the user to play a game in which they try to guess a random phrase in the least amount of tries possible, displaying the phrase's letters replaced by asterisks as a hint.

**Packages:** javax.swing.JOptionsPane

java.io.File

java.util.Scanner

**Input:** There are three possible arguments when calling the program, one for the number of rounds to play, one for selection if the phrases come from a file or a default set, and one for inserting the file name.

When playing the game, the inputs are characters.

**Output:** When calling the program without arguments, the command line displays the instructions for running it with arguments.

When playing, the program displays many dialog boxes with the state of the game. The box contains the number of round, instructions, and the target phrase covered by asterisks in the unguessed characters.‘

The results of the game are displayed in the command line in tabular form. One column for rounds, another for the target phrases, and one for the scores. The average score is displayed below the table.

**Pseudocode:**

Algorithm *SecretPhrase*

START

Set phrases as array of strings of size 100

Set rounds as integer

Set scores as array of floats of size 15

Set guessed as array of floats of size 15

(**main**, parameter: args(array of strings))

If ( length of args = 2 or 3 ) {

rounds = args[0]

If ( args[1] = -1 )

**getPhrases**()

Else if ( args[1] = -f )

**getPhrases**(args[2])

Else {

Print error message

Exit program

}

Set sum as float = 0

For ( i in range [0, rounds)) {

**playRound**(i)

sum += scores[i]

}

Set avg as float = sum / rounds

**printResults**(avg)

} Else {

Print argument instructions

}

(**playRound**, parameter round(integer))

Set random as random integer in range [0, **getPhrasesLength**(phrases))

Set ogPhrase as string = phrases[random]

Set phrase as string = uppercase(ogPhrase)

Set guesses as array of characters of size 50

Set guess as integer = 0

While ( **replaceLetters**(phrase, guesses) != phrase ) {

guesses[guess] = **getInput**(**replaceLetters**(phrase, guesses), round)

guess += 1

}

Set score as float = length of phrase(without spaces) / guess

Print round, ogPhrase, score

scores[round] = score

guessed[round] = ogPhrase

(**replaceLetters**, parameters: phrase(string), guesses(array of characters))

Set replacedPhrase as string = “”

for ( i in range [0, length of phrase) ) {

if ( phrase[ i ] == “ “ )

replacedPhrase += “ “

else if ( **findCharacter**(phrase[ i ], guesses) )

replacedPhrase += phrase[ i ]

else

replacedPhrase += “\*“

}

return replacedPhrase

(**getInput**, parameter: phrase(string), round(integer))

Set guess as character

Print phrase, round

Read guess

uppercase(guess)

Return guess

(**findCharacter**, parameters: letter(character), guesses(array of characters))

For ( i in range [0, length of guesses) ) {

If ( guesses[ i ] = 0 )

Break loop

Else if ( guesses[ i ] = letter )

Return true

}

Return false

(**getPhrases**)

Set defaultPhrases as array of strings = {10 random phrases here}

For ( i in range [0, length of defaultPhrases) )

phrases[i] = defaultPhrases[i]

(**getPhrases**, parameter: fileName(string))

Set file as file object of name fileName

If ( can’t read file ) {

Print error message

Exit program

}

Set i as integer = 0

While ( file has line of text ) {

Set line as string = next line of text

phrases[i] = line

i += 1

}

(**getPhrasesLength**, parameter phrases(array of strings))

Set count as integer = 0

Set i as integer = 0

While ( phrases[i] != null ) {

count += 1

i += 1

}

Return count

(**printResults**, parameter avg(float))

Print header row

For ( i in range [0, rounds) )

Print i + 1, guessed[i], scores[i]

Print avg

END *SecretPhrase*

**Test run(s):**

A screen shot of a computer screen

Description automatically generated



A screenshot of a computer screen

Description automatically generatedA screenshot of a computer error

Description automatically generatedA black background with white lines

Description automatically generated



A screenshot of a computer game

Description automatically generatedA screenshot of a computer error

Description automatically generatedA screenshot of a computer program

Description automatically generated