













My Mastermind

<u>Subject</u>

1 Solution

<u>Additional Resources</u>

<u>(1)</u>

My Mastermind

Technical details	
Submit files	Makefile - *.c - *.h

SPECIFICATIONS

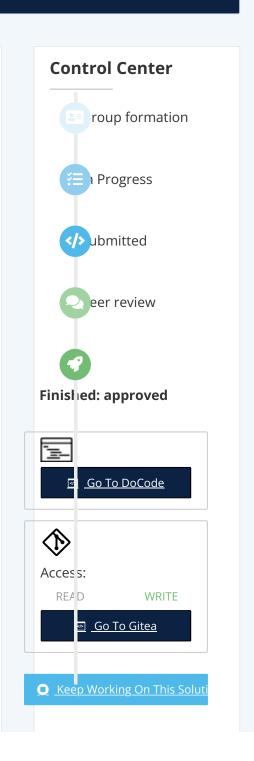
Write a program called mastermind; it will be an implementation of the famous game.

NAME

my_mastermind

SYNOPSIS

my_mastermind [-ct]



DESCRIPTION

Mastermind is a game composed of 8 pieces of different colors.

A secret code is then composed of 4 distinct pieces.

The player has 10 attempts to find the secret code. After each input, the game indicates to the player the number of well placed pieces and the number of misplaced pieces.

Pieces will be '0' '1' '2' '3' '4' '5' '6' '7'.

If the player finds the code, he wins, and the game stops. A misplaced piece is a piece that is present in the secret code butthat is not in a good position.

You must read the player's input from the standard input.

Your program will also receive the following parameters:

- -c [CODE]: specifies the secret code. If no code is specified, a random code will be generated.
- -t [ATTEMPTS]: specifies the number of attempts; by default, the playerhas 10 attempts.

Example 00

```
PROMPT>./my_mastermind -c "0123"
Will you find the secret code?
Round 0
>1456
Well placed pieces: 0
Misplaced pieces: 1
Round 1
>tata
Wrong input!
>4132
Well placed pieces: 1
Misplaced pieces: 2
Round 2
>0123
Congratz! You did it!
```

Technical information

Also working on the project









<u>sultono nigmat sharipo saidax</u> <u>ab</u> u mu me e V X









<u>jorayev temiro</u> <u>nishan</u> <u>ergash</u> <u>v_a</u> al o e_mu <u>_q</u>









abdazo abduka abduha olimjon v m ki a <u>o_i</u>







jalolid stupak sodikov avazov <u>ov_k</u> <u>ar</u>

<u>XO</u>







<u>a</u>

ngo t hwang kanym nurlan kul d ul a

Just finished









xojiakb aliyev f utkuro ahmur <u>V_S</u> ato x







xolxoja ruzmet soliyev hayrull y_f <u>a_b</u> <u>_m</u>

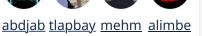








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- you must create a Makefile, and the ouput is the command itself
- 2. You can use:

printf(3)

write(2)

read(2)

rand() (/ srand())

time()

atoi()

3. You can NOT use:

Any functions/syscalls which does not appear in the previous list

Yes, it includes exit

4. Consider writing a README.md to describe your project and how it works.

Requirements

Your code must be compiled with the flags **-Wall -Wextra - Werror**.

Hint(s)

man 2 read man rand





Project's Metadata

Project

id: 348

name: my_mastermind

visible: True

