

Wordle

- 1) I chose to program Wordle. The simple part of the program would be choosing a word which is as simple as selecting a random number from the list of words given. The harder part is asking for user input, and then determining if their input is correct or not. Once the input is received I would (in theory / as of right now) have 3 functions to help do so, one to check if the letter is green, and one for yellow, otherwise the letter is wrong. These functions would loop through the input string like it was an array and compare it to the correct word. Finally I would need a print statement to take the results from the checking algorithms to say where each letter is right, out of place, or wrong.
- 2)
 - Ask for the file, check if its correct
 - Create the hidden word the user is trying to guess
 - Ask for input
 - Compare the input to the correct word
 - Use loops to:
 - compare each letter if it is correct and in the right position
 - compare each letter if it is only the correct letter but in the wrong position
 - determine which characters are entirely wrong
 - Print the results, "XXGY" for example using the information from the comparisons
 - Repeat until the user correctly guesses the word - count how many times it takes
 - Print you won! And your score
 - Ask if you want to play again
 - If yes; repeat everything
 - If no; end program - say thanks for playing
- 3)

```
def main():  
    createWordle():                #creates word user is trying to guess  
        return wordle  
    getInput():                   #asks for user input  
        return input  
    checkGreen(wordle, input):     #checks for correct letters in position  
        return greenPositions  
    checkYellow(wordle, input):   #checks for correct letters  
        return yellowPositions  
    checkWrong(wordle, input):    #checks for wrong letters  
        return wrongPositions  
    printResults(greenPositions, yellowPositions, wrongPositions)
```

return results	
checkWin(input, wordle):	#checks if the user wins
return win/loss	
playAgain(win/loss):	#asks to play again if the user wins
return yes/no	