Mastermind®

The object of Mastermind® is to guess a secret key. A secret key is a sequence of characters. A guess is a sequence of characters having the same length as the secret key.

Each guess is scored by awarding:
- First one black point for each correct character in the guess that appears in the secret key in the correct location, and thereafter,
- one white point for each character in the guess that appears in the key but in the wrong location.

Given a secret key and a guess, what is the score?

Write a function
```
int mm_score(string k, string g, int &b, int &w)
```
where
k is the secret key
g is the guess
b is the number of black points (to be set by your function)
w is the number of white points (to be set by your function)
and returns 1 if the lengths k,g>0 and equal,
      otherwise returns 0 and b,w are ignored

File you must submit: `soln_func.cc`

Examples:

k="abc" g="axx"
Returns: 1; sets b=1 w=0
Explanation: 1 black point for 'a'

k="abc" g="axb"
Returns: 1; sets b=1 w=1
Explanation: 1 black point for 'a', 1 white point for 'b'

k="xxxyy" g="xyzbx"
Returns: 1; sets b=1 w=2
Explanation: 1 black point for the guess' first 'x', 1 white point for 'y' + 1 white point for guess' second 'x'

k="ab" g="a"
Returns: 0; b,w ignored
Explanation: lengths k,g are not equal.