



B2 - Stumpers

B-CPE-210

Lingo

Duo Stumper





Lingo

binary name: lingo
repository name: CPE_duostumper_\$(STUMPERNUMBER)_\$(ACADEMICYEAR)
repository rights: ramassage-tek
language: C
compilation: via Makefile, including re, clean and fclean rules



- Your repository must contain the totality of your source files, but no useless files (binary, temp files, obj files,...).
- Error messages have to be written on the error output, and the program should then exit with the 84 error code (0 if there is no error).



The `$(STUMPERNUMBER)` is always on one digit: 1, 2, ...



For this project, the **only** authorized functions are those of the standard `libc`.

You must code a lingo game. Lingo is a game where a player have multiple tries to guess a word (In France, it is called Motus).

- Your program will take a file as parameter containing one word per line.
- A secret word is randomly chosen in the file passed as parameter.
- The game will then announce the first letter of the word and the word size.
- The player has as many tries to find the word as its size.
- Each try must absolutely contain the same number of letters as the secret word.
- After each guess, the game indicates which letters are correcty (or incorrectly) placed.
- If the player finds the secret word, he/she wins and the game is over.



Italic yellow text represents user input.



```
Terminal
~/B-CPE-210> cat -e db.txt
panda$
pangolin$
panda$
to$
~/B-CPE-210> ./lingo db.txt
*: invalid letter
?: incorrectly placed letter
Will you find the secret word?
p*****

Round 1
>posteaux
p?***?**

Round 2
>noob
Word too short. Retry.
>pantalon
pan**l?n

Round 3
>pratales
p*?*?l**

Round 4
>pangolin
pangolin

You won!
~/B-CPE-210> ./lingo db.txt
*: invalid letter
?: incorrectly placed letter
Will you find the secret word?
t*

Round 1
>ta
t*

Round 2
>tu
t*

You lost!
```