

MINI PROJECT: WORDLE

GROUP22

MEMBERS:

S DHANANJAYAN(CS21B043)

ABHISHEK ANAND(CH21B002)

V ANIL KUMAR(EE21B050)

Y BALU(CH21B010)

TEJAS GHUGE(CH21B018)

DESCRIPTION:

WORDLE is a popular word game, where the user has to guess a random 5 letter word (without any clue) within 6 guesses. For every letter of every guess, the user is informed if that letter is right/half right/wrong. We have tried to replicate a basic version of this game (official game link:

<https://www.nytimes.com/games/wordle/index.html>) using C++ language (text/console-based replica)

INPUT-OUTPUT FORMATS:

1. **ABCDE** (Input)// Typing your answer as a string will be considered as giving 1 (out of 6) guess.
2. **HELP** (or) **help** (or) **Help** (Input)// Displays the rules of the game once again.
3. **Yes** (Output)// The given letter is part of the answer and is placed in the correct position.
4. **Half** (Output)// The given letter is part of the answer, but is placed in the wrong position.
5. **No** (Output)// The given letter is not part of the answer.

CORE FUNCTIONS:

1. int **check**(char ans[6], char *q) //Compares the given string and answer and gives Yes/Half/No for each letter.
2. int **find_size**(char *q) //Finds the size of the given string.
3. int **no_of_invalid_char**(char *q) //Finds the number of invalid characters(not in range A-Z) in the given string.
4. bool **check_if_help_needed**(char *q, int size) //Checks if the user needs help(i.e. is q== Help/HELP/help).

DATA STORAGE:

1. char **array** of **size 6** for storing actual answer
2. char **pointer** (to make **new** array and **delete** it) for storing the answer given by user.
3. **4 integers** to store the size of input, no. of invalid characters, no. of guesses left and the correctness of answer.

HELPER FUNCTIONS:

1. void **error_invalid_char**(int k) //Prints an ERROR message stating that there are k invalid characters in the given input.
2. void **no_of_tries_left**(int t) //Prints a message that t tries are left to remind the user of the same.
3. void **error_no_of_characters**(int t) //Prints an ERROR message stating that the user has input t characters instead of 5 characters.
4. void **help**() //Prints the rules of the game.
5. void **intro**() //Prints a basic intro to the program and the input format required for the game.

THANK YOU!