



## B2 - Stumpers

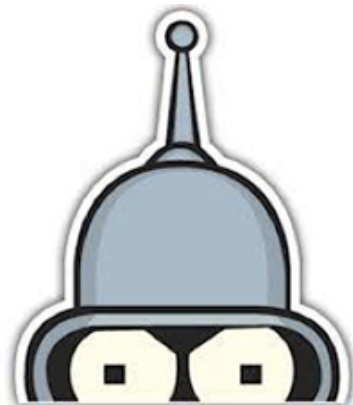
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B-CPE-210

# Scrabble Calculator

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Solo Stumper



1.0



# Scrabble Calculator

binary name: scrabble\_calculator

language: C

compilation: via Makefile, including re, clean and fclean rules



- The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.
- 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).



For this project, the **only** authorized functions are `write`, `atoi`, `strtok`, `printf`, `malloc` and `free`.

*Scrabble* is a word game in which two players aim at scoring the most points by placing letters on a board.

Each letter has a value, from 1 to 10, which is earned when a word made of said letter is played.

If, for example, the values for the letters are:

- A -> 1 point
- G -> 2 points
- I -> 1 point
- L -> 1 point
- O -> 1 point
- R -> 1 point

The word *GORILLA* is worth 8 points.



Writes a program that takes exactly two strings as parameters and displays on the standard output the value of the second string based on the letter values listed in the first one, followed by a newline.

The first string is a list of 26 integers, separated by commas, representing the value of each letter of the English alphabet, from A to Z.



The first string will always be valid and correctly formatted.



The second string is case-insensitive, and it must only be made of letters to be valid.

## EXAMPLES

```
Terminal
~/B-CPE-210> cat -e values ; echo
1,3,3,2,1,4,2,4,1,8,5,1,3,1,1,3,10,1,1,1,1,4,4,8,4,10
~/B-CPE-210> ./scrabble_calculator "$(cat values)" "Hugo"
8
~/B-CPE-210> ./scrabble_calculator "$(cat values)" "Chocolatine" | cat -e
18$
~/B-CPE-210> ./scrabble_calculator "$(cat values)" "system32" ; echo $?
84
~/B-CPE-210> ./scrabble_calculator "$(cat values)" "" ; echo $?
84
~/B-CPE-210> ./scrabble_calculator ; echo $?
84
```