



B2 - Stumpers

B-CPE-210

Lingo

Duo Stumper



Lingo

binary name: lingo

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 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!
```