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# Input/Output, Files, Command Line Arguments and Dynamic Memory

Write a C program that implements a Wordle-like game using file I/O and dynamic memory allocation.

#### **IMPORTANT NOTES**

Note 1: Four sample input files have been provided in the GitHub repository. Copy these into your build folder for testing.

Note 2: To get ANSI colors showing in CLion:

- 1. Choose Help -> Edit Custom Properties
- 2. Add: run.processes.with.pty=false
- 3. Restart CLion.

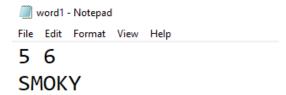
#### **TASK REQUIREMENTS:**

- Build a Wordle-like game that reads settings from input files
- Use ANSI colors to highlight correct letters (green) and misplaced letters (yellow)
- Dynamically allocate a 2D array based on word size and guess limit from input file
- Initialize the array with underscores ("\_")
- Write game results to an output file specified via command line arguments
- Implement proper error handling for command line arguments and file operations

#### **GAME PLAY**

- 1. Display initial game board showing word length and guess limit
- 2. Prompt for and validate guesses (correct length, letters only)
- 3. Update board with color-coded results
- 4. Repeat until correct guess or maximum attempts reached
- 5. Write final results to output file

#### Input File Example:



### **Output File Examples:**

```
game-result1-Notepad
File Edit Format View Help

The solution was not found.

L E A S T
P O U N D
S O U N D
S T A T E
L A T E R
T O W E R
```

```
game-result2-Notepad
File Edit Format View Help
The solution was found.
L E A S T
W O R D S
S H O C K
S M O K Y
```

## **Command Line Argument Errors:**

```
C:\PR062007\ASSIGN5\cmake-build-debug\ASSIGN5.exe
Invalid number of command line arguments.
Process finished with exit code 1

C:\PR062007\ASSIGN5\cmake-build-debug\ASSIGN5.exe one two three four
Invalid command line argument usage.
Process finished with exit code 1
```

C:\PROS2007\ASSIGN5\cmake-build-debug\ASSIGN5.exe one two three Invalid number of command line arguments. Process finished with exit code 1

## File Errors:

```
C:\PR0G2087\ASSI6N5\cmake-build-debug\ASSI6N5.exe -i nonfile -o outfile
Cannot open nonfile for reading.
Process finished with exit code 1
```

 $\label{lem:control} C:\end{cases} $$ C$ 

# **Game Play Examples:**

```
Please enter a 5-letter word: how 8

Current game state:

L E A S T

W O R D S

S H O C K

----

Please enter a 5-letter word: how 9

Current game state:

L E A S T

W O R D S

S H O C K

S H O C K

S H O C K

S H O C K

S H O C K

S H O C K

S H O C K

S H O C K

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```

## **Input Validation:**

# 

## **Longer Word Example:**



#### **SUBMISSION INSTRUCTIONS**

Submit via video recording demonstrating your working program as outlined in Brightspace.