Student: Alice Johnson (ID: W0202001) PROG2007 - Programming II

PROG2007 - Programming II

Name: Alice Johnson

Assignment 5

ID: W0202001

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:

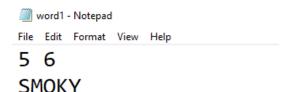
- Build a Wordle-like game that reads settings from input files
- Use ANSI colors to highlight correct letters (green) and misplaced letters (yellow)
- Dynamically allocate a 2D array based on word size and guess limit from input file
- Initialize the array with periods (".")
- Write game results to 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

NOTE:Your program should use periods (".") as a starting character, not underscores ("_")

Input File Example:



Output File Examples:

```
mgame-result1-Notepad
File Edit Format View Help
The solution was not found.
LEAST
POUND
SOUND
STATE
LATER
TOWER
```

```
magne-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:\PROG2007\ASSIGN5\cmake-build-debug\ASSIGN5.exe one two three
Invalid number of command line arguments.
Process finished with exit code 1

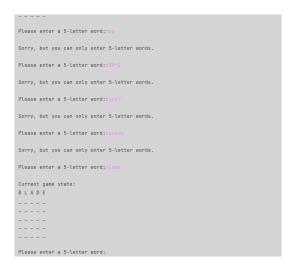
File Errors:

```
C:\PR0G2087\ASSIGN5\cmake-build-debug\ASSIGN5.exe -i nonfile -o outfile
Cannot open nonfile for reading.
Process finished with exit code 1
```

 $\label{lem:c:reconstruction} C:\encomplex of the control of the$

```
Please enter a 5-letter word: Blue

Current game state:
LE A S T
P 0 U W 0
S T A T E
L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
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L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
L A T E
R T O W E R
You LOSE!!!
The game result was written to the game_resultl.txt file.
Process finished with exit code 0
```



Longer Word Example:

C:\PROG2007\ASSIGN5\cmake-build-debug\ASSIGN5.exe -o game_result2.txt -i word2.txt
Welcome to C-Wordle!!
Current game state:
Please enter a 6-letter word:strong
Trease effect a 0-rector word. Strong
Current game state:
S T R O N G

SUBMISSION INSTRUCTIONS

Student: Bob Smith (ID: W0202002) PROG2007 - Programming II

Name: Bob Smith ID: W0202002

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 spaces (" ")
- 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

NOTE:Your program should use spaces (" ") as a starting character, not underscores ("_")

Input File Example:

word1 - Notepad									
File	Edit	Format	View	Help					
5	6								
SMOKY									

Assignment 5

Output File Examples:

```
mgame-result1-Notepad
File Edit Format View Help
The solution was not found.
LEAST
POUND
SOUND
STATE
LATER
TOWER
```

```
manufacture of 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:\PROG2007\ASSIGN5\cmake-build-debug\ASSIGN5.exe one two three
Invalid number of command line arguments.
Process finished with exit code 1

File Errors:

```
C:\PR0G2887\ASSIGN5\cmake-build-debug\ASSIGN5.exe -i nonfile -o outfile
Cannot open nonfile for reading.
Process finished with exit code 1
```

 $\label{lem:c:process} C:\ensuremath{\mbox{\sc C:\ensuremath{\mbox{\sc C:\ensuremath{\mbox{\sc C:\ensuremath{\mbox{\sc C:\ensuremath{\mbox{\sc C:\ensuremath{\sc C:\ensuremath{\mbox{\sc C:\ensuremath{\sc C:\ens$

```
Please enter a 5-letter word: Plan
Current game state:
LE A S T
P 0 U W 0
S T A T E
LA T E
US A S T A T E
LA T E
LA T E
LA T E
US A S T A T E
LA T E
LA T E
D U W 0
S T A T E
LA T E
T O W E R
T O W E R
T O W E R
T O W E R
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T D W E R
T D W E R
T D W E R
T D W E R
T D W E R
T D W
```

```
Please enter a 5-letter word: Nack

Current game state:

L E A S T

W O R D S

S H O C K

----

----

Please enter a 5-letter word: Nack

Current game state:

L E A S T

W O R D S

S H O C K

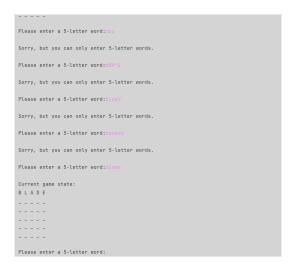
S H O C K

S H O K

Y O WIN1!!

The game result was written to the game_result1.txt file.

Process finished with exit code 0
```



Longer Word Example:



SUBMISSION INSTRUCTIONS

Student: Charlie Brown (ID: W0202003) PROG2007 - Programming II

Name: Charlie Brown ID: W0202003

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.

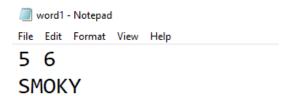
TASK REQUIREMENTS:

- 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:

Assignment 5

```
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:\PR062687\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\ASSIGN5\cmake-build-debug\ASSIGN5.exe -i nonfile -o outfile
Cannot open nonfile for reading.
Process finished with exit code 1
```

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

```
Please enter a 5-letter word: store

Current game state:

LE AS T
P 0 U N 0
S 0 U N 0
S T AT E
LA T E R
----

Please enter a 5-letter word: store

Current game state:

LE AS T
P 0 U N 0
S 0 U N 0
S T AT E
T 0 U N 0
S T AT E
T 0 U R B

You LOSE!!!

The game result was written to the game_result1.txt file.

Process finished with exit code 0
```

```
Please enter a 5-letter word: hows

Current game state:

L E A S T

W O R D S

S H O C K

----

Please enter a 5-letter word: money

Current game state:

L E A S T

W O R D S

S H O C K

S N O K K

Y O WIN!!!

The game result was written to the game_result1.txt file.

Process finished with exit code 0
```


Longer Word Example:

C:\PROG2007\ASSIGN5\cma	ke-build-debug\ASSIGN5.exe	-o game_result2.tx	t -i word2.txt
Welcome to C-Wordle!!			
Current game state:			
Please enter a 6-letter	word:strong		
7 20000 011201 0 0 202201	nor draw ong		
Current game state:			
STRONG			

SUBMISSION INSTRUCTIONS

Student: Dana White (ID: W0202004) PROG2007 - Programming II

Name: Dana White ID: W0202004

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 asterisks ("*")
- 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

NOTE: Your program should use asterisks ("*") as a starting character, not underscores ("_")

Input File Example:



Assignment 5

Output File Examples:

```
mgame-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:\PROG2007\ASSIGN5\cmake-build-debug\ASSIGN5.exe one two three
Invalid number of command line arguments.
Process finished with exit code 1

File Errors:

```
C:\PR062887\ASSIGN5\cmake-build-debug\ASSIGN5.exe -i nonfile -o outfile
Cannot open nonfile for reading.
Process finished with exit code 1
```

 $\label{lem:c:reconstruction} C:\encomplex of the control of the$

```
Please enter a 5-letter word: Stor

Current game state:
LEAST
POUND
STATE
LATER
----
Please enter a 5-letter word: Stor

Current game state:
LEAST
POUND
STATE
LATER
TOWER
YOU NO
STATE
LATER
TOWER
YOU LOSE!!!
The game result was written to the game_result.ltxt file.
Process fainlished with exit code 8
```

```
Please enter a 5-letter word: Masks

Current game state:

L E A S T

W O R O S

S H O C K

-----

Please enter a 5-letter word: Masks

Current game state:

L E A S T

W O R O S

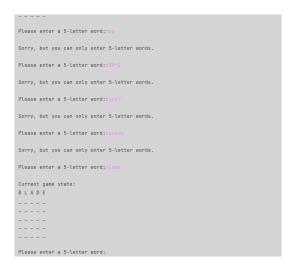
S H O C K

S H O C K

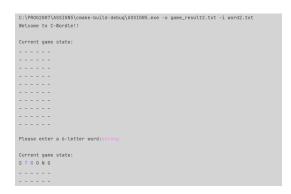
S H O K

The game result was written to the game_result1.txt file.

Process finished with exit code 0
```



Longer Word Example:



SUBMISSION INSTRUCTIONS