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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 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:

```
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: Misser

Current game state:
LEAST
POUND
STATE
LATE
LATE
LATE
LATE
LATE
LATE
LEAST
POUND
STATE
LATE
LATE
LATE
LATE
LATE
USAN
SUND
STATE
LATE
LATE
LATE
USAN
SUND
STATE
LATE
VOWER

VOW LOSE!!!
The game result was written to the game_result1.txt file.
Process finished with exit code 0
```

```
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

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.