

Secret Handshake in Scala

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Secret Handshake

Write a program that will take a decimal number, and convert it to the appropriate sequence of events for a secret handshake.

There are 10 types of people in the world: Those who understand binary, and those who don't.

You and your fellow cohort of those in the "know" when it comes to binary decide to come up with a secret "handshake".

```
1 1 = wink
2 10 = double blink
3 100 = close your eyes
4 1000 = jump
5
6
7 10000 = Reverse the order of the operations in the secret handshake.
```

```
1 handshake = SecretHandshake.new 9
2 handshake.commands # => ["wink", "jump"]
3
4 handshake = SecretHandshake.new "11001"
5 handshake.commands # => ["jump", "wink"]
```

The program should consider strings specifying an invalid binary as the value 0.

The Scala exercises assume an SBT project scheme. The exercise solution source should be placed within the exercise directory/src/main/scala. The exercise unit tests can be found within the exercise directory/src/test/scala.

To run the tests simply run the command `sbt test` in the exercise directory.

For more detailed info about the Scala track see the help page (<http://help.exercism.io/getting-started-with-scala.html>).

Source

Bert, in Mary Poppins view source (<http://www.imdb.com/character/ch0011238/quotes>)

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Beta

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