2024

Advanced data manipulation

PROGRAMMING

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ABSTRACT

In this practice, I had to thought about how I would dessign a program similar to wordle.

Pseudocode

Level 1 MAIN
1. Start the program
2. Declare variables (CircleShape x10, RectangleShape x3)

Level 2 INIT (For every shape)
1. Set width
2. Set height
3. Set positions
4. Set colors

Level 3 (DRAW for every shape)
1. Draw ears
   1.1 Draw leftEar
   1.2 Draw rightEar
2. Draw faceShape
   1.1 Draw leftJaw
   1.2 Draw rightJaw
   1.3 Draw frontJaw
3. Draw eyebrows
   1.1 For every hair
4. Draw eyes
   1.1 Draw iris
   1.2 Draw pupils
5. Draw nose
   1.1 Draw leftSide
   1.2 Draw rightSide
   1.3 Draw frotnSide
6. Draw mouth
   1.1 Draw upperLip
   1.2 Draw lowerLip
7. Draw hair
   1.1 For every hair
8. Display on screen

Another one:

1. Start program
2. Declare variables (String x3, char x3)
3. Select 5 random characters from array and save it to variable
4. Tell to write 5 characters
   1.1 If less or more than 5 characters or not a string, tell to write again.
5. For every character, check if it matches with the string
   1.1 If matches = O
   1.2 If it doesn't match but its in the string = X
   1.3 If it isn't in the string = .
         i. Save on String
6. Check if String matches = OOOOO
   1.1 If string matches OOOOO tell the Player has won

1.2 While String doesn't match OOOOO tell the Player to continue writing until match OOOOO