

CS161 Homework #6

Written Homework Question (*Upload these to D2L or turn in a hardcopy*):

1. Work through the interactive exercises in Zybook's Chapter 9
2. In J. Farrell textbook,
 - a. Chapter 6 "Review Questions" 1-6, 8, 16, 19
 - b. Chapter 6 "Programming Exercises" (write the algorithm and apply pseudo code on paper) for questions 2a, 2b, 3a
3. **Write a paragraph** about how the hangman program created in Session #6 could be changed to support multiple turns (creating a new secret word) alternating players. Make sure to discuss in this paragraph what functions would be affected and if there are other variables or functions that would be needed.

Programming Question (*Work in `quizor1.cs.pdx.edu` and submit using `./submit`*):

For Homework #6, modify the word guessing game from our last homework; you may work in SLiK or C++.

In this homework, you will modify your guessing game with two changes:

1. Now allow for the program to save each of the player's tries in an array of strings and display each try when guessing (up to 4 guesses). When the number of points is displayed based, display each try along with the right answer.
2. Put the two player's scores in an array of scores. The first element (index 0) should be the first player's score and the second element (index 1) should be the second player's score.

Plan the Variables needed and decide which function will need to work with these

You may already have a variable to keep track of the number of guesses, but is it available in the function that you need? Think about it!

- _____ a. Array of guesses _____ which function? _____
- _____ b. Number of guesses _____ which function? _____
- _____ c. Two Player's points _____ which function? _____
- _____ d. Any other variables needed?

_____e. *Do any of the functions need their arguments changed?*

Function call _____

Function header _____

Function call _____

Function header _____

**** Work in the `CS161/HW6` directory on `quizzor1.cs.pdx.edu`; name your file `prog6.cpp` for C++ or `prog6.gp` for SLiK**

You will want to copy over the work from the HW5 directory first. To do that carefully use the following process:

1. `cd CS161/HW6`

2. `cp ../HW5/prog5.cpp prog6.cpp` or, `cp ../HW5/prog5.gp prog6.gp`

**** Add comments!**

**** Work on indentation**

**** Pick meaningful variable names**

***** Make sure you have performed `./submit` in the `CS161/HW6` directory prior to the due date!**