Project 1

<Guessing Password>

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1. **Inspiration:**

This game is to guessing a 4-digit password. The first inspiration of making this game is from Hangman (A game of guessing words). The second inspiration is from a 4-digit coded lock of my luggage. After I travelled to a city, I forgot the password of my lock. Then, I tried lots of times to guess the pass-word. Every time after I guessed, I need to try to unlock it.

1. **Introduction:**

Different from Hangman, players should guess the numbers instead of words in Guessing Password. First, computer will generate a 4-digit number (from 0000 to 9999). Then, players only can guess one digit of password at one time. Players should input number they guess and the digit of this number in order. Afterward, the computer will tell you whether the number and digit are wrong or not. Players only have 12 chances to guess the password. If players cannot guess all digits of password after 12 chances, computer will display game over.

When players do not know how to play this game, they can type “s” and then press Enter to ask computer to display the sample input of this game. Players cannot guess the same number in a specific digit after this digit has been done. Every time players input the number, they only can input a 1-digit number or “s”(for sample input).

1. **Summary:**

|  |  |
| --- | --- |
| Total Line of Code | 200 |
| Blank Line | 11 |
| Comment Line | 25 |
| Variable | 13 |
| Function | 8 |

This game contains most concepts that we have learned in the class. When I made this game, I found lots of problems that I haven’t thought about. Approximately, I spent 7 hours to code and check this game (not including documentation). I came up with the structure of this game in the 2nd week of the class. Even though I had structure early, I spent most of time to solve some difficult problems of my game.

1. **Problems during coding**
2. **Cannot generate the password that begins with 0**

At the beginning of coding this game, I used integer variables to store the password, but when I output the password, I found computer cannot generate the integer begins with 0. Therefore, I used char array to store the password. First, randomly generate char ‘0’ to ‘9’, and then store it into array.

The advantages of char array for password:

1. The computer can check whether the guess is correct more easily
2. Every digit of password can store at the specific place in the array
3. **Do not know how to check the char whether is the char array**

Before taking this class, I learned Java on YouTube by myself. In Java, there is a function that can return the index of the char in the string. But in C++, I do not know how to get the index of the char from string. Afterward, I wrote a function with for loop that returns the index of char.

1. **Record the digits that have been done**

When I test the game a couple days ago, after I guessed a digit of password correctly, I tried to input the same guess. The game still display I have guessed correct. After I input the same correct digit for 4 times, I won the game. Therefore, I have to record the digits that have been guessed correctly. Otherwise, the game will have a huge bug. I use vector to record them. After player guessed a digit of password correctly, that digit will be stored in the integer vector. Afterward, when players tried to input the same correct answer at one digit, the computer will remind the players.

1. **Pseudo Code**

Code: