

CS 110 – Creative Problem Solving  
in Computer Science  
Stevens Institute of Technology © 2016  
Homework 7

Instructor: Adriana Compagnoni

## Exercise

The Mastermind program that we saw in class has the potential of running indefinitely, if we keep providing the wrong guess. Modify the Mastermind program to control the number of times the player is allowed to guess, before the game is over.

```
>>> mastermind()  
How many holes per row shall we have? 4  
How many colors shall we have? 5  
How many guesses shall we have?  
Enter your guess for round 1 ...  
Enter your guess from [0, 1, 2, 3, 4] for hole 0 ...
```