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CCPROG1 – Machine Project (Function Test)

DIFFICULTY 1 (EASY):

TEST #1						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	ZWXV	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: ZWXV PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... . HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... . HINT: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: ZWXV PLAYER 2 [ATTEMPT 1]: U W V X CHECKING..... HINT: B W W PLAYER 2 [ATTEMPT 2]: Y W V X CHECKING..... HINT: B W W Player 2 failed to guess the code You get 3 point/s return 3;	P
int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	UWZX UWXZ	{This game will always take four (4) pegs.} ---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: UWZX	{This game will always take four (4) pegs.} ---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: UWZX	P

				CHECKING..... . HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: UWXZ CHECKING..... . HINT: (cannot be expected)	CHECKING..... HINT: B B W W [ATTEMPT 2] Please enter your guess: UWXZ CHECKING..... HINT: B B B B You successfully guessed! Player 2 gets 2 point/s. return 2;	
void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: [POINTS] Player 2: //////////////////////////// (cannot be expected) THANKS FOR PLAYING!	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 3 [POINTS] Player 2: 2 //////////////////////////// You won! Congratulations! THANKS FOR PLAYING!	P
int ChooseDifficulty ()	4	This function gets the preferred game difficulty of the player.	1	[DIFFICULTY] -> EASY <- Input number of attempts (REMEMBER: up to 10 attempts only): 2 -> VALID CODE PEGS: U, V, W, X, Y and Z. <- // the player chooses easy	[DIFFICULTY] -> EASY <- Input number of attempts (REMEMBER: up to 10 attempts only): 2 -> VALID CODE PEGS: U, V, W, X, Y and Z. <-	P

void GamePrelim ()	5	This function displays the game preliminaries of the game.	1 Y	Read game preliminaries [1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	Read game preliminaries [1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	P
int Numgames (int bb)	6	This function checks the number of games entered by the player.	2	return 2; // this means that the player wants to play 2 games	return 2;	P

TEST # 2						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	VWZY	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: VWZY PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 3]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: VWZY PLAYER 2 [ATTEMPT 1]: X Y U V CHECKING..... HINT: W W PLAYER 2 [ATTEMPT 2]: V Z U Y CHECKING..... HINT: B B W PLAYER 2 [ATTEMPT 3]: V W U Y CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 4]: V W Z Y CHECKING..... HINT: B B B B Player 2 successfully guessed! You get 4 point/s return 4;	P

				(cannot be expected)		
int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	UVWX XYZW VWYZ XYZW VWYX XQZY ZWXY	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: UVWX CHECKING..... HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: XYZW CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: VWYZ CHECKING..... HINT: (cannot be expected) [ATTEMPT 4] Please enter your guess: XYZW CHECKING..... HINT: (cannot be expected) [ATTEMPT 5] Please enter your guess: VWYX CHECKING..... HINT: (cannot be expected) [ATTEMPT 6] Please enter your guess: XQZY	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: UVWX CHECKING..... HINT: W W [ATTEMPT 2] Please enter your guess: XYZW CHECKING..... HINT: W W W [ATTEMPT 3] Please enter your guess: VWYZ CHECKING..... HINT: W W W [ATTEMPT 4] Please enter your guess: XYZW CHECKING..... HINT: W W W [ATTEMPT 5] Please enter your guess: VWYX CHECKING..... HINT: W W W [ATTEMPT 6] Please enter your guess: XQZY	P

				[ERROR] Invalid peg/s... Please try again! [ATTEMPT 6] Please enter your guess: ZWXY CHECKING..... HINT: (cannot be expected) (cannot be expected)	[ERROR] Invalid peg/s... Please try again! [ATTEMPT 6] Please enter your guess: ZWXY CHECKING..... HINT: B B W You Failed to guess the code. Player 2 gets 7 point/s. return 7;	
void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: [POINTS] Player 2: //////////////////////////// (cannot be expected) THANKS FOR PLAYING! ----------	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 4 [POINTS] Player 2: 7 //////////////////////////// You lost. Player two wins! THANKS FOR PLAYING!	P
int ChooseDifficulty ()	4	This function gets the preferred game difficulty of the player.	1	[DIFFICULTY] -> EASY <- Input number of attempts (REMEMBER: up to 10 attempts only): 6 -> VALID CODE PEGS: U, V, W, X, Y and Z. <- // the player chooses easy	[DIFFICULTY] -> EASY <- Input number of attempts (REMEMBER: up to 10 attempts only): 6 -> VALID CODE PEGS: U, V, W, X, Y and Z. <-	P

void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	P
int Numgames (int bb)	6	This function checks the number of games entered by the player.	6	return 6; // this means that the player wants to play 6 games	return 6;	P

TEST # 3						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	XYVW	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: XYVW PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: XYVW PLAYER 2 [ATTEMPT 1]: W Z X Y CHECKING..... HINT: W W W PLAYER 2 [ATTEMPT 2]: Z U W V	P

				PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 3]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected) (cannot be expected)	CHECKING..... HINT: W W PLAYER 2 [ATTEMPT 3]: U X Y W CHECKING..... HINT: B W W PLAYER 2 [ATTEMPT 4]: V Z U W CHECKING..... HINT: B W Player 2 failed to guess the code You get 5 point/s return 5;	
int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	ZWXY YXVW XYVW VWXZ	--- YOUR TURN AS CODE GUESSER! --- [ATTEMPT 1] Please enter your guess: ZWXY CHECKING..... HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: YXVW CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: XYVW CHECKING..... HINT: (cannot be expected)	--- YOUR TURN AS CODE GUESSER! --- [ATTEMPT 1] Please enter your guess: ZWXY CHECKING..... HINT: B W W [ATTEMPT 2] Please enter your guess: YXVW CHECKING..... HINT: B W W [ATTEMPT 3] Please enter your guess: XYVW CHECKING..... HINT: B W W	P

				[ATTEMPT 4] Please enter your guess: VWXZ CHECKING..... HINT: (cannot be expected) (cannot be expected)	[ATTEMPT 4] Please enter your guess: VWXZ CHECKING..... HINT: B B W W You Failed to guess the code. Player 2 gets 5 point/s. return 5;	
void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: [POINTS] Player 2: //////////////////////////// (cannot be expected) THANKS FOR PLAYING! ----------	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 5 [POINTS] Player 2: 5 //////////////////////////// It is a stalemate, folks! THANKS FOR PLAYING! ----------	P
int ChooseDifficulty ()	4	This function gets the preferred game difficulty of the player.	1	[DIFFICULTY] -> EASY <- Input number of attempts (REMEMBER: up to 10 attempts only): 4 -> VALID CODE PEGS: U, V, W, X, Y and Z. <- // the player chooses easy	[DIFFICULTY] -> EASY <- Input number of attempts (REMEMBER: up to 10 attempts only): 4 -> VALID CODE PEGS: U, V, W, X, Y and Z. <-	P

void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	P
int Numgames (int bb)	6	This function checks the number of games entered by the player.	4	return 4; // this means that the player wants to play 4 games	return 4;	P

DIFFICULTY 2 (AVERAGE):

TEST # 1						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	WUTS	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: WUTS PLAYER 2 [ATTEMPT 1]: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: WUTS PLAYER 2 [ATTEMPT 1]: Y V T S CHECKING..... HINT: B B	P

				CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 3]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected) (cannot be expected)	PLAYER 2 [ATTEMPT 2]: U W T S CHECKING..... HINT: B B W W PLAYER 2 [ATTEMPT 3]: W Z T S CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 4]: W Y T S CHECKING..... HINT: B B B Player 2 failed to guess the code You get 5 point/s return 5;	
int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	ZWXY XYWS STUW ZYUW	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: ZWXY CHECKING..... HINT: (cannot be expected)	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: ZWXY CHECKING..... HINT: B W W	P

				[ATTEMPT 2] Please enter your guess: XYWS CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: STUW CHECKING..... HINT: (cannot be expected) [ATTEMPT 4] Please enter your guess: ZYUW CHECKING..... HINT: (cannot be expected) (cannot be expected)	[ATTEMPT 2] Please enter your guess: XYWS CHECKING..... HINT: B W [ATTEMPT 3] Please enter your guess: STUW CHECKING..... HINT: B B [ATTEMPT 4] Please enter your guess: ZYUW CHECKING..... HINT: B B B B You successfully guessed! Player 2 gets 4 point/s. return 4;	
void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: [POINTS] Player 2: //////////////////////////// (cannot be expected)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 5 [POINTS] Player 2: 4 //////////////////////////// You won! Congratulations! THANKS FOR PLAYING!	P
int ChooseDifficulty ()	4	This function gets the preferred	2	[DIFFICULTY] -> AVERAGE <-	[DIFFICULTY] -> AVERAGE <-	P

		game difficulty of the player.		Input number of attempts (REMEMBER: up to 12 attempts only): 4 ->VALID CODE PEGS: S, T, U, V, W, X, Y and Z.<- // the player chooses average	Input number of attempts (REMEMBER: up to 12 attempts only): 4 ->VALID CODE PEGS: S, T, U, V, W, X, Y and Z.<-	
void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	P
int Numgames (int bb)	6	This function checks the number of games entered by the player.	4	return 4; // this means that the player wants to play 4 games	return 4;	P

TEST # 2						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	WVXY	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: WVXY PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 3]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: WVXY PLAYER 2 [ATTEMPT 1]: W V T Z CHECKING..... HINT: B B PLAYER 2 [ATTEMPT 2]: W V U Y CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 3]: W V Z Y CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 4]: W V X Y CHECKING..... HINT: B B B B Player 2 successfully guessed! You get 4 point/s return 4;	P

				PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 7]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 8]: (cannot be expected) CHECKING..... HINT: (cannot be expected) (cannot be expected)		
int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	STYZ XYWZ ZYVS SZUV UVWX XYUW USTV VUTS	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: STYZ CHECKING..... HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: XYWZ	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: STYZ CHECKING..... HINT: B W W [ATTEMPT 2] Please enter your guess: XYWZ	P

				CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: ZYVS CHECKING..... HINT: (cannot be expected) [ATTEMPT 4] Please enter your guess: SZUV CHECKING..... HINT: (cannot be expected) [ATTEMPT 5] Please enter your guess: UVWX CHECKING..... HINT: (cannot be expected) [ATTEMPT 6] Please enter your guess: XYUW CHECKING..... HINT: (cannot be expected) [ATTEMPT 7] Please enter your guess: USTV CHECKING..... HINT: (cannot be expected)	CHECKING..... HINT: W [ATTEMPT 3] Please enter your guess: ZYVS CHECKING..... HINT: B B W [ATTEMPT 4] Please enter your guess: SZUV CHECKING..... HINT: W W [ATTEMPT 5] Please enter your guess: UVWX CHECKING..... HINT: W [ATTEMPT 6] Please enter your guess: XYUW CHECKING..... HINT: W [ATTEMPT 7] Please enter your guess: USTV CHECKING..... HINT: W W W [ATTEMPT 8] Please enter your guess: VUTS CHECKING..... HINT: B W W You Failed to guess the code.	

				[ATTEMPT 8] Please enter your guess: VUTS CHECKING..... HINT: (cannot be expected) (cannot be expected)	Player 2 gets 9 point/s. return 9;	
void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: [POINTS] Player 2: //////////////////////////// (cannot be expected)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 4 [POINTS] Player 2: 9 //////////////////////////// You lost. Player two wins! THANKS FOR PLAYING! --------	P
int ChooseDifficulty ()	4	This function gets the preferred game difficulty of the player.	2	[DIFFICULTY] -> AVERAGE <- Input number of attempts (REMEMBER: up to 12 attempts only): 8 ->VALID CODE PEGS: S, T, U, V, W, X, Y and Z.<- // the player chooses average	[DIFFICULTY] -> AVERAGE <- Input number of attempts (REMEMBER: up to 12 attempts only): 9 ->VALID CODE PEGS: S, T, U, V, W, X, Y and Z.<-	P
void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts.	P

				[2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	
int Numgames (int bb)	6	This function checks the number of games entered by the player.	8	return 8; // this means that the player wants to play 8 games	return 8;	P

TEST # 3						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	YVXZ	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: YVXZ PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 3] (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: YVXZ PLAYER 2 [ATTEMPT 1]: S Z Y T CHECKING..... HINT: W W PLAYER 2 [ATTEMPT 2]: U W Z X CHECKING..... HINT: W W PLAYER 2 [ATTEMPT 3]: U W Z T CHECKING..... HINT: W PLAYER 2 [ATTEMPT 4]: V X Z W CHECKING..... HINT: W W W PLAYER 2 [ATTEMPT 5]: U V Y X CHECKING..... HINT: B W W PLAYER 2 [ATTEMPT 6]: X V S T CHECKING..... HINT: B W Player 2 failed to guess the code You get 7 point/s return 7;	P

				PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKING..... HINT: (cannot be expected) (cannot be expected)		
int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	STUV UVXS SVWZ XYWZ VXYW WYXW YSTU	--- YOUR TURN AS CODE GUESSER! --- [ATTEMPT 1] Please enter your guess: STUV CHECKING..... HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: UVXS CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: SVWZ CHECKING..... HINT: (cannot be expected) [ATTEMPT 4] Please enter your guess: XYWZ CHECKING..... HINT: (cannot be expected)	--- YOUR TURN AS CODE GUESSER! --- [ATTEMPT 1] Please enter your guess: STUV CHECKING..... HINT: B [ATTEMPT 2] Please enter your guess: UVXS CHECKING..... HINT: W W [ATTEMPT 3] Please enter your guess: SVWZ CHECKING..... HINT: W [ATTEMPT 4] Please enter your guess: XYWZ CHECKING..... HINT: W W W	P

				[ATTEMPT 5] Please enter your guess: VXYW CHECKING..... HINT: (cannot be expected) [ATTEMPT 6] Please enter your guess: WYXW [ERROR] No duplicates... Please try again! [ATTEMPT 6] Please enter your guess: YSTU CHECKING..... HINT: (cannot be expected) (cannot be expected)	[ATTEMPT 5] Please enter your guess: VXYW CHECKING..... HINT: B W W [ATTEMPT 6] Please enter your guess: WYXW [ERROR] No duplicates... Please try again! [ATTEMPT 6] Please enter your guess: YSTU CHECKING..... HINT: W W You Failed to guess the code. Player 2 gets 7 point/s. return 7;	
void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: [POINTS] Player 2: //////////////////////////// (cannot be expected) THANKS FOR PLAYING! --------	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 7 [POINTS] Player 2: 7 //////////////////////////// It is a stalemate, folks! THANKS FOR PLAYING! --------	P

int ChooseDifficulty ()	4	This function gets the preferred game difficulty of the player.	2	[DIFFICULTY] -> AVERAGE <- Input number of attempts (REMEMBER: up to 12 attempts only): 6 ->VALID CODE PEGS: S, T, U, V, W, X, Y and Z.<- // the player chooses average	[DIFFICULTY] -> AVERAGE <- Input number of attempts (REMEMBER: up to 12 attempts only): 6 ->VALID CODE PEGS: S, T, U, V, W, X, Y and Z.<-	P
void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	P
int Numgames (int bb)	6	This function checks the number of games entered by the player.	6	return 6; // this means that the player wants to play 6 games	return 6;	P

DIFFICULTY 3 (DIFFICULT):

TEST # 1						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	QRYZ	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: QRYZ PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 3]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: QRYZ PLAYER 2 [ATTEMPT 1]: Y R W V CHECKING..... HINT: B W PLAYER 2 [ATTEMPT 2]: T R U X CHECKING..... HINT: B PLAYER 2 [ATTEMPT 3]: U R W Y CHECKING..... HINT: B W PLAYER 2 [ATTEMPT 4]: Q R X V CHECKING..... HINT: B B PLAYER 2 [ATTEMPT 5]: Q R X Y CHECKING..... HINT: B B W PLAYER 2 [ATTEMPT 6]: Q R S X CHECKING..... HINT: B B	P

				PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKING..... HINT: (cannot be expected) (cannot be expected)	Player 2 failed to guess the code You get 7 point/s	
int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	VWZT QRTS QUXY YTWZ WXTU QYXR	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: VWZT CHECKING..... HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: QRTS CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: QUXY CHECKING..... HINT: (cannot be expected) [ATTEMPT 4] Please enter your guess: YTWZ CHECKING..... HINT: (cannot be expected) (cannot be expected)	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: VWZT CHECKING..... HINT: W W W [ATTEMPT 2] Please enter your guess: QRTS CHECKING..... HINT: W [ATTEMPT 3] Please enter your guess: QUXY CHECKING..... HINT: W [ATTEMPT 4] Please enter your guess: YTWZ CHECKING..... HINT: B B B B You successfully guessed! Player 2 gets 4 point/s.	P

				[ATTEMPT 5] Please enter your guess: WXTU CHECKING..... HINT: (cannot be expected) [ATTEMPT 6] Please enter your guess: QYXR CHECKING..... HINT: (cannot be expected) (cannot be expected)	return 4;	
void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////////// SCOREBOARD: [POINTS] Player 1: [POINTS] Player 2: //////////////////////////////// (cannot be expected) THANKS FOR PLAYING! --------	//////////////////////////////// SCOREBOARD: [POINTS] Player 1: 7 [POINTS] Player 2: 4 //////////////////////////////// You won! Congratulations! THANKS FOR PLAYING! --------	P
int ChooseDifficulty ()	4	This function gets the preferred game difficulty of the player.	3	[DIFFICULTY] -> DIFFICULT <- Input number of attempts (REMEMBER: up to 16 attempts only): 6 ->VALID CODE PEGS: Q, R, S, T, U, V, W, X, Y and Z.<- // the player chooses difficult	[DIFFICULTY] -> DIFFICULT <- Input number of attempts (REMEMBER: up to 16 attempts only): 6 ->VALID CODE PEGS: Q, R, S, T, U, V, W, X, Y and Z.<-	P

void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	P
int Numgames (int bb)	6	This function checks the number of games entered by the player.	6	return 6; // this means that the player wants to play 6 games	return 6;	P
TEST # 2						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	RQST	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: RQST PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: RQST PLAYER 2 [ATTEMPT 1]: Z Q Y S CHECKING..... HINT: B W PLAYER 2 [ATTEMPT 2]: S Q T Z CHECKING..... HINT: B W W	P

				CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 3]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 7]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 8]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 9]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 3]: V Q U Z CHECKING..... HINT: B PLAYER 2 [ATTEMPT 4]: T Q R U CHECKING..... HINT: B W W PLAYER 2 [ATTEMPT 5]: U Q T S CHECKING..... HINT: B W W PLAYER 2 [ATTEMPT 6]: T Q U V CHECKING..... HINT: B W PLAYER 2 [ATTEMPT 7]: S Q Y R CHECKING..... HINT: B W W PLAYER 2 [ATTEMPT 8]: V Q X S CHECKING..... HINT: B W PLAYER 2 [ATTEMPT 9]: T Q V S CHECKING..... HINT: B W W PLAYER 2 [ATTEMPT 10]: U Q S Z CHECKING..... HINT: B B PLAYER 2 [ATTEMPT 11]: U Q S R CHECKING..... HINT: B B W PLAYER 2 [ATTEMPT 12]: Z Q S T CHECKING.....	

				PLAYER 2 [ATTEMPT 10]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 11]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 12]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 13]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 14]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 15]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 16]: (cannot be expected) CHECKING..... HINT: (cannot be expected) (cannot be expected)	HINT: B B B PLAYER 2 [ATTEMPT 13]: V Q S T CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 14]: R Q S T CHECKING..... HINT: B B B B Player 2 successfully guessed! You get 14 point/s return 14;	

int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	QRTS STUV WXYZ ZWYS VUTE VURT ZYRX RETS WUST XYZW WQRS QTRS YXTZ TURZ STUQ QZYR SWYZ ZYRQ	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: QRTS CHECKING..... HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: STUV CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: WXYZ CHECKING..... HINT: (cannot be expected) [ATTEMPT 4] Please enter your guess: ZWYS CHECKING..... HINT: (cannot be expected) [ATTEMPT 5] Please enter your guess: VUTE [ERROR] Invalid peg/s... Please try again! [ATTEMPT 5] Please enter your guess: VURT	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: QRTS CHECKING..... HINT: B W [ATTEMPT 2] Please enter your guess: STUV CHECKING..... HINT: W [ATTEMPT 3] Please enter your guess: WXYZ CHECKING..... HINT: W W [ATTEMPT 4] Please enter your guess: ZWYS CHECKING..... HINT: B W [ATTEMPT 5] Please enter your guess: VUTE [ERROR] Invalid peg/s... Please try again! [ATTEMPT 5] Please enter your guess: VURT	P

				CHECKING..... HINT: (cannot be expected) [ATTEMPT 6] Please enter your guess: ZYRX CHECKING..... HINT: (cannot be expected) [ATTEMPT 7] Please enter your guess: RETS [ERROR] Invalid peg/s... Please try again! [ATTEMPT 7] Please enter your guess: WUST CHECKING..... HINT: (cannot be expected) [ATTEMPT 8] Please enter your guess: XYZW CHECKING..... HINT: (cannot be expected) [ATTEMPT 9] Please enter your guess: WQRS CHECKING..... HINT: (cannot be expected) [ATTEMPT 10] Please enter your guess: QTRS CHECKING..... HINT: (cannot be expected)	CHECKING..... HINT: B [ATTEMPT 6] Please enter your guess: ZYRX CHECKING..... HINT: W [ATTEMPT 7] Please enter your guess: RETS [ERROR] Invalid peg/s... Please try again! [ATTEMPT 7] Please enter your guess: WUST CHECKING..... HINT: B W [ATTEMPT 8] Please enter your guess: XYZW CHECKING..... HINT: B W [ATTEMPT 9] Please enter your guess: WQRS CHECKING..... HINT: W W [ATTEMPT 10] Please enter your guess: QTRS CHECKING..... HINT: B W	

				[ATTEMPT 11] Please enter your guess: YXTZ CHECKING..... HINT: (cannot be expected) [ATTEMPT 12] Please enter your guess: TURZ CHECKING..... HINT: (cannot be expected) [ATTEMPT 13] Please enter your guess: STUQ CHECKING..... HINT: (cannot be expected) [ATTEMPT 14] Please enter your guess: QZYR CHECKING..... HINT: (cannot be expected) [ATTEMPT 15] Please enter your guess: SWYZ CHECKING..... HINT: (cannot be expected) [ATTEMPT 16] Please enter your guess: ZYRQ CHECKING..... HINT: (cannot be expected) (cannot be expected)	[ATTEMPT 11] Please enter your guess: YXTZ CHECKING..... HINT: W W [ATTEMPT 12] Please enter your guess: TURZ CHECKING..... HINT: W W [ATTEMPT 13] Please enter your guess: STUQ CHECKING..... HINT: W W [ATTEMPT 14] Please enter your guess: QZYR CHECKING..... HINT: B W [ATTEMPT 15] Please enter your guess: SWYZ CHECKING..... HINT: B W [ATTEMPT 16] Please enter your guess: ZYRQ CHECKING..... HINT: W W You Failed to guess the code. Player 2 gets 17 point/s. return 17;	

void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: [POINTS] Player 2: //////////////////////////// (cannot be expected) THANKS FOR PLAYING! --------------------------------	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 14 [POINTS] Player 2: 17 //////////////////////////// You lost. Player two wins! THANKS FOR PLAYING! --------------------------------	P
int ChooseDifficulty ()	4	This function gets the preferred game difficulty of the player.	3	[DIFFICULTY] -> DIFFICULT <- Input number of attempts (REMEMBER: up to 16 attempts only): 16 ->VALID CODE PEGS: Q, R, S, T, U, V, W, X, Y and Z.<- // the player chooses difficult	[DIFFICULTY] -> DIFFICULT <- Input number of attempts (REMEMBER: up to 16 attempts only): 16 ->VALID CODE PEGS: Q, R, S, T, U, V, W, X, Y and Z.<-	P
void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts.	P

				[4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	
int Numgames (int bb)	6	This function checks the number of games entered by the player.	16	return 16; // this means that the player wants to play 16 games	return 16;	P

TEST # 3						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	STUW	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: STUW PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 3]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: STUW PLAYER 2 [ATTEMPT 1]: Y S U X CHECKING..... HINT: B W PLAYER 2 [ATTEMPT 2]: Q Z U X CHECKING..... HINT: B PLAYER 2 [ATTEMPT 3]: Y W U X CHECKING..... HINT: B W PLAYER 2 [ATTEMPT 4]: V S U W CHECKING..... HINT: B B W	P

				PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKING..... HINT: (cannot be expected) (cannot be expected)	PLAYER 2 [ATTEMPT 5]: Q X U W CHECKING..... HINT: B B PLAYER 2 [ATTEMPT 6]: Y T U W CHECKING..... HINT: B B B Player 2 failed to guess the code You get 7 point/s	
int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	VWST YVZQ STRZ VWQT QRTW	--- YOUR TURN AS CODE GUESSER! --- [ATTEMPT 1] Please enter your guess: VWST CHECKING..... HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: YVZQ CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: QRTS CHECKING..... HINT: (cannot be expected)	--- YOUR TURN AS CODE GUESSER! ---CHEAT CODE: Y S V Z [ATTEMPT 1] Please enter your guess: VWST CHECKING..... HINT: W W [ATTEMPT 2] Please enter your guess: YVZQ CHECKING..... HINT: B W W [ATTEMPT 3] Please enter your guess: QRTS CHECKING.....	P

				[ATTEMPT 4] Please enter your guess: STRZ CHECKING..... HINT: (cannot be expected) [ATTEMPT 5] Please enter your guess: VWQT CHECKING..... HINT: (cannot be expected) [ATTEMPT 6] Please enter your guess: QRTW CHECKING..... HINT: (cannot be expected) (cannot be expected)	HINT: W [ATTEMPT 4] Please enter your guess: STRZ CHECKING..... HINT: B W [ATTEMPT 5] Please enter your guess: VWQT CHECKING..... HINT: W [ATTEMPT 6] Please enter your guess: QRTW CHECKING..... HINT: You Failed to guess the code. Player 2 gets 7 point/s.	
void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 7 [POINTS] Player 2: 7 //////////////////////////// It is a stalemate, folks! THANKS FOR PLAYING! ----------	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 7 [POINTS] Player 2: 7 //////////////////////////// It is a stalemate, folks! THANKS FOR PLAYING! ----------	P
int ChooseDifficulty ()	4	This function gets the preferred game	3	[DIFFICULTY] -> DIFFICULT <-	[DIFFICULTY] -> DIFFICULT <-	P

		difficulty of the player.		Input number of attempts (REMEMBER: up to 16 attempts only): 6 ->VALID CODE PEGS: Q, R, S, T, U, V, W, X, Y and Z.<- // the player chooses difficult	Input number of attempts (REMEMBER: up to 16 attempts only): 6 ->VALID CODE PEGS: Q, R, S, T, U, V, W, X, Y and Z.<-	
void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	P
int Numgames (int bb)	6	This function checks the number of games entered by the player.	6	return 6; // this means that the player wants to play 6 games	return 6;	P

DIFFICULTY 4 (EXTREME):

TEST # 1						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	ONPS	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: ONPS PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 3]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: ONPS PLAYER 2 [ATTEMPT 1]: U W O P CHECKING..... HINT: W W PLAYER 2 [ATTEMPT 2]: N L T Y CHECKING..... HINT: W PLAYER 2 [ATTEMPT 3]: L S Z V CHECKING..... HINT: W PLAYER 2 [ATTEMPT 4]: P W R M CHECKING..... HINT: W PLAYER 2 [ATTEMPT 5]: W X Y Z CHECKING..... HINT: PLAYER 2 [ATTEMPT 6]: Z P O K CHECKING..... HINT: W W Player 2 failed to guess the code You get 7 point/s	P

				PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKING..... HINT: (cannot be expected) (cannot be expected)		
int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	QRTS NKLO OPRT YTQN LPQK MRZT	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: QRTS CHECKING..... HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: NKLO CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: OPRT CHECKING..... HINT: (cannot be expected) [ATTEMPT 4] Please enter your guess: YTQN CHECKING..... HINT: (cannot be expected) [ATTEMPT 5] Please enter your guess: LPQK CHECKING..... HINT: (cannot be expected)	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: QRTS CHECKING..... HINT: W W [ATTEMPT 2] Please enter your guess: NKLO CHECKING..... HINT: W [ATTEMPT 3] Please enter your guess: OPRT CHECKING..... HINT: W [ATTEMPT 4] Please enter your guess: YTQN CHECKING..... HINT: B B B B You successfully guessed! Player 2 gets 4 point/s.	P

				[ATTEMPT 6] Please enter your guess: MRZT CHECKING..... HINT: (cannot be expected) (cannot be expected)		
void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: [POINTS] Player 2: //////////////////////////// (cannot be expected) THANKS FOR PLAYING!	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 7 [POINTS] Player 2: 4 //////////////////////////// You won! Congratulations! THANKS FOR PLAYING!	P
int ChooseDifficulty ()	4	This function gets the preferred game difficulty of the player.	4	[DIFFICULTY] -> EXTREME <- Input number of attempts (REMEMBER: up to 20 attempts only): 6 ->VALID CODE PEGS: K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y and Z.<- // the player chooses extreme	[DIFFICULTY] -> EXTREME <- Input number of attempts (REMEMBER: up to 20 attempts only): 6 ->VALID CODE PEGS: K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y and Z.<-	P
void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts.	P

				[3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	
int Numgames (int bb)	6	This function checks the number of games entered by the player.	6	return 6; // this means that the player wants to play 6 games	return 6;	P

TEST # 2						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	PQRS	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: PQRS PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: PQRS PLAYER 2 [ATTEMPT 1]: N V R S CHECKING..... HINT: B B PLAYER 2 [ATTEMPT 2]: O Q R S CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 3]: L Q R S CHECKING.....	P

				PLAYER 2 [ATTEMPT 3]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 7]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 8]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 9]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 10]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	HINT: B B B PLAYER 2 [ATTEMPT 4]: Z Q R S CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 5]: O Q R S CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 6]: N Q R S CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 7]: K Q R S CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 8]: Y Q R S CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 9]: O Q R S CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 10]: N Q R S CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 11]: O Q R S CHECKING..... HINT: B B B PLAYER 2 [ATTEMPT 12]: P Q R S CHECKING..... HINT: B B B B Player 2 successfully guessed!	

				PLAYER 2 [ATTEMPT 11]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 12]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 13]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 14]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 15]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 16]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 17]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 18]: (cannot be expected) CHECKING..... HINT: (cannot be expected)	You get 12 point/s	

				PLAYER 2 [ATTEMPT 19]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 20]: (cannot be expected) CHECKING..... HINT: (cannot be expected) (cannot be expected)		
int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	KLMN ONLN OLNM PQRT ZYLM MPOR STUK MONP ROLS KOPT TOUR ROUT SOUR RUTE RUTS STUK KURT UKLM ORNM NORM MORN STUV	--- YOUR TURN AS CODE GUESSER! --- [ATTEMPT 1] Please enter your guess: KLMN CHECKING..... HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: ONLN [ERROR] No duplicates... Please try again! [ATTEMPT 2] Please enter your guess: OLNM CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: PQRT CHECKING..... HINT: (cannot be expected)	--- YOUR TURN AS CODE GUESSER! --- [ATTEMPT 1] Please enter your guess: KLMN CHECKING..... HINT: B W [ATTEMPT 2] Please enter your guess: ONLN [ERROR] No duplicates... Please try again! [ATTEMPT 2] Please enter your guess: OLNM CHECKING..... HINT: W W [ATTEMPT 3] Please enter your guess: PQRT CHECKING..... HINT: W W	P

				[ATTEMPT 4] Please enter your guess: ZYLM CHECKING..... HINT: (cannot be expected) [ATTEMPT 5] Please enter your guess: MPOR CHECKING..... HINT: (cannot be expected) [ATTEMPT 6] Please enter your guess: STUK CHECKING..... HINT: (cannot be expected) [ATTEMPT 7] Please enter your guess: MONP CHECKING..... HINT: (cannot be expected) [ATTEMPT 8] Please enter your guess: ROLS CHECKING..... HINT: (cannot be expected) [ATTEMPT 9] Please enter your guess: KOPT CHECKING..... HINT: (cannot be expected)	[ATTEMPT 4] Please enter your guess: ZYLM CHECKING..... HINT: W [ATTEMPT 5] Please enter your guess: MPOR CHECKING..... HINT: W [ATTEMPT 6] Please enter your guess: STUK CHECKING..... HINT: [ATTEMPT 7] Please enter your guess: MONP CHECKING..... HINT: W [ATTEMPT 8] Please enter your guess: ROLS CHECKING..... HINT: W W [ATTEMPT 9] Please enter your guess: KOPT CHECKING..... HINT:	

				[ATTEMPT 10] Please enter your guess: TOUR CHECKING..... HINT: (cannot be expected) [ATTEMPT 11] Please enter your guess: ROUT CHECKING..... HINT: (cannot be expected) [ATTEMPT 12] Please enter your guess: SOUR CHECKING..... HINT: (cannot be expected) [ATTEMPT 13] Please enter your guess: RUTE [ERROR] Invalid peg/s... Please try again! [ATTEMPT 13] Please enter your guess: RUTS CHECKING..... HINT: (cannot be expected) [ATTEMPT 14] Please enter your guess: STUK CHECKING..... HINT: (cannot be expected) [ATTEMPT 15] Please enter your guess: KURT	[ATTEMPT 10] Please enter your guess: TOUR CHECKING..... HINT: W [ATTEMPT 11] Please enter your guess: ROUT CHECKING..... HINT: W [ATTEMPT 12] Please enter your guess: SOUR CHECKING..... HINT: W [ATTEMPT 13] Please enter your guess: RUTE [ERROR] Invalid peg/s... Please try again! [ATTEMPT 13] Please enter your guess: RUTS CHECKING..... HINT: W [ATTEMPT 14] Please enter your guess: STUK CHECKING..... HINT: [ATTEMPT 15] Please enter your guess: KURT CHECKING.....	

				CHECKING..... HINT: (cannot be expected) [ATTEMPT 16] Please enter your guess: UKLM CHECKING..... HINT: (cannot be expected) [ATTEMPT 17] Please enter your guess: ORNM CHECKING..... HINT: (cannot be expected) [ATTEMPT 18] Please enter your guess: NORM CHECKING..... HINT: (cannot be expected) [ATTEMPT 19] Please enter your guess: MORN CHECKING..... HINT: (cannot be expected) [ATTEMPT 20] Please enter your guess: STUV CHECKING..... HINT: (cannot be expected) (cannot be expected)	HINT: W [ATTEMPT 16] Please enter your guess: UKLM CHECKING..... HINT: W [ATTEMPT 17] Please enter your guess: ORNM CHECKING..... HINT: B W [ATTEMPT 18] Please enter your guess: NORM CHECKING..... HINT: W W [ATTEMPT 19] Please enter your guess: MORN CHECKING..... HINT: B W [ATTEMPT 20] Please enter your guess: STUV CHECKING..... HINT: You Failed to guess the code. Player 2 gets 21 point/s.	
void Displaywinner (int a, int b)	3	This function displays the function, depending on	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1:	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 12	P

		the values returned from the code making and code guessing functions.		[POINTS] Player 2: ////////////////////////////// (cannot be expected) THANKS FOR PLAYING!	[POINTS] Player 2: 21 ////////////////////////////// You lost. Player two wins! THANKS FOR PLAYING!	
int ChooseDifficulty ()	4	This function gets the preferred game difficulty of the player.	4	[DIFFICULTY] -> EXTREME <- Input number of attempts (REMEMBER: up to 20 attempts only): 20 ->VALID CODE PEGS: K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y and Z.<- // the player chooses extreme	[DIFFICULTY] -> EXTREME <- Input number of attempts (REMEMBER: up to 20 attempts only): 20 ->VALID CODE PEGS: K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y and Z.<-	P
void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	P
int Numgames (int bb)	6	This function checks the number of games	20	return 20; // this means that the player wants to play 20 games	return 20;	P

		entered by the player.				

TEST # 3						
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker (int a, int b, int c)	1	This function comprises the code for the code making part of the game.	KLMN	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: KLMN PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 3]: (cannot be expected) CHECKING..... HINT: (cannot be expected) PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING..... HINT: (cannot be expected) (cannot be expected)	---------- YOUR TURN AS CODE MAKER! ---------- >> Create your own code >>: KLMN PLAYER 2 [ATTEMPT 1]: V P R S CHECKING..... HINT: PLAYER 2 [ATTEMPT 2]: Z U R Q CHECKING..... HINT: PLAYER 2 [ATTEMPT 3]: U T R W CHECKING..... HINT: PLAYER 2 [ATTEMPT 4]: K U Y R CHECKING..... HINT: B Player 2 failed to guess the code You get 5 point/s	P

int Codeguesser (int a, int bb, int cc)	2	This function comprises the code for the code guessing part of the game.	KLMN OLPN RMBW RMST SUTR	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: KLMN CHECKING..... HINT: (cannot be expected) [ATTEMPT 2] Please enter your guess: OLPN CHECKING..... HINT: (cannot be expected) [ATTEMPT 3] Please enter your guess: RMBW [ERROR] Invalid peg/s... Please try again! [ATTEMPT 3] Please enter your guess: RMST CHECKING..... HINT: (cannot be expected) [ATTEMPT 4] Please enter your guess: SUTR CHECKING..... HINT: (cannot be expected) (cannot be expected)	---------- YOUR TURN AS CODE GUESSER! ---------- [ATTEMPT 1] Please enter your guess: KLMN CHECKING..... HINT: B W [ATTEMPT 2] Please enter your guess: OLPN CHECKING..... HINT: B [ATTEMPT 3] Please enter your guess: RMBW [ERROR] Invalid peg/s... Please try again! [ATTEMPT 3] Please enter your guess: RMST CHECKING..... HINT: B B [ATTEMPT 4] Please enter your guess: SUTR CHECKING..... HINT: W You Failed to guess the code. Player 2 gets 5 point/s.	P

void Displaywinner (int a, int b)	3	This function displays the function, depending on the values returned from the code making and code guessing functions.	(VOID function)	//////////////////////////// SCOREBOARD: [POINTS] Player 1: [POINTS] Player 2: //////////////////////////// (cannot be expected) THANKS FOR PLAYING!	//////////////////////////// SCOREBOARD: [POINTS] Player 1: 5 [POINTS] Player 2: 5 //////////////////////////// It is a stalemate, folks! THANKS FOR PLAYING!	P
int ChooseDifficulty ()	4	This function gets the preferred game difficulty of the player.	4	[DIFFICULTY] -> EXTREME <- Input number of attempts (REMEMBER: up to 20 attempts only): 4 ->VALID CODE PEGS: K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y and Z.<- // the player chooses extreme	[DIFFICULTY] -> EXTREME <- Input number of attempts (REMEMBER: up to 20 attempts only): 4 ->VALID CODE PEGS: K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y and Z.<-	P
void GamePrelim ()	5	This function displays the game preliminaries of the game.	2	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	[1] Easy: You can choose up to 6 possible code pegs, with up to 10 attempts. [2] Average: You can choose up to 8 possible code pegs, with up to 12 attempts. [3] Difficult: You can choose up to 10 possible code pegs, with up to 16 attempts. [4] Extreme: You can choose up to 16 possible code pegs, with up to 20 attempts.	P

int Numgames (int bb)	6	This function checks the number of games entered by the player.	4	return 4; // this means that the player wants to play 4 games	return 4;	P