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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!	YOUR TURN AS CODE MAKER!	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!	{This game will always take four (4) pegs.} YOUR TURN AS CODE GUESSER!	Р

				CHECKING	CHECKING	
				guess: UWXZ CHECKING HINT: (cannot be expected)	HINT: BBBB You successfully guessed! Player 2 gets 2 point/s.	
					return 2;	
void Displaywinne r (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)	//////////////////////////////////////	//////////////////////////////////////	P
int ChooseDiffic ulty ()	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 GamePrel ()	m 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 Numgame (int bb)	es 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	1	This function comprises	VWZY			Р		
(int a, int b, int c)	i, int b, the code for	the code for the code		YOUR TURN AS CODE MAKER!	YOUR TURN AS CODE MAKER!			
	of the game.	<u> </u>	>> Create your own code >>: VWZY PLAYER 2 [ATTEMPT 1]: (cannot be expected)	>> Create your own code >>: VWZY PLAYER 2 [ATTEMPT 1]: X Y U V CHECKING				
				CHECKING HINT: (cannot be expected)	HINT: WW			
				PLAYER 2 [ATTEMPT 2]: (cannot be	PLAYER 2 [ATTEMPT 2]: V Z U Y CHECKING			
						expected) CHECKING	HINT: BBW	
						HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 3]: V W U Y CHECKING	
				PLAYER 2 [ATTEMPT 3]: (cannot be expected)	HINT: BBB			
				CHECKINGHINT: (cannot be expected)	PLAYER 2 [ATTEMPT 4]: V W Z Y CHECKING			
				PLAYER 2 [ATTEMPT 4]: (cannot be	HINT: BBBB			
				expected) CHECKINGHINT: (cannot be expected)	Player 2 successfully guessed! You get 4 point/s			
				, ,	return 4;			
				PLAYER 2 [ATTEMPT 5]: (cannot be expected)				
				CHECKING HINT: (cannot be expected)				
				PLAYER 2 [ATTEMPT 6]: (cannot be expected)				
				CHECKING				

				(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	Р
				[ATTEMPT 2] Please enter your guess: XYZW CHECKING	
				CHECKING	
				[ATTEMPT 5] Please enter your guess: VWYX CHECKING	

				[ERROR] Invalid peg/s Please try again! [ATTEMPT 6] Please enter your guess: ZWXY CHECKINGHINT: (cannot be expected) (cannot be expected)	[ERROR] Invalid peg/s Please try again! [ATTEMPT 6] Please enter your guess: ZWXY CHECKINGHINT: B B W You Failed to guess the code. Player 2 gets 7 point/s. return 7;	
void Displaywinne r (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)	//////////////////////////////////////	//////////////////////////////////////	Ф
int ChooseDiffic ulty ()	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	XYVW	YOUR TURN AS CODE MAKER!	YOUR TURN AS CODE MAKER!	Р
		making part of the game.		>> Create your own code >>: XYVW PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKINGHINT: (cannot be expected)	>> Create your own code >>: XYVW PLAYER 2 [ATTEMPT 1]: W Z X Y CHECKINGHINT: W W W	
					PLAYER 2 [ATTEMPT 2]: Z U W V	

				PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING	CHECKING	
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	YOUR TURN AS CODE GUESSER! [ATTEMPT 1] Please enter your guess: ZWXY CHECKING	P

				[ATTEMPT 4] Please enter your guess: VWXZ CHECKINGHINT: (cannot be expected) (cannot be expected)	[ATTEMPT 4] Please enter your guess: VWXZ CHECKINGHINT: B B W W You Failed to guess the code. Player 2 gets 5 point/s. return 5;	
void Displaywinne r (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)	//////////////////////////////////////	//////////////////////////////////////	P
int ChooseDiffic ulty ()	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	5	This function	2			Р
GamePrelim		displays the		[1] Easy: You can choose up to 6	[1] Easy: You can choose up to 6	
()		game		possible code pegs, with up to 10	possible code pegs, with up to 10	
		preliminaries		attempts.	attempts.	
		of the game.		 [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	6	This function	4	return 4;	return 4;	Р
Numgames (int bb)		checks the number of games entered by the player.	7	// this means that the player wants to play 4 games	Totalii 4,	•

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!	P

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

				[ATTEMPT 2] Please enter your guess: XYWS CHECKING	[ATTEMPT 2] Please enter your guess: XYWS CHECKING	
void Displaywinne r (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)	//////////////////////////////////////	//////////////////////////////////////	P
int ChooseDiffic ulty ()	4	This function gets the preferred	2	[DIFFICULTY] -> AVERAGE <-	[DIFFICULTY] -> AVERAGE <-	Р

		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;	Р

				TEST # 2		
Function	#	Description	Sample Input Data	Expected Output	Actual Output	P/F
int Codemaker	1	This function comprises	WVXY			Р
(int a, int b, int c)		the code for the code		YOUR TURN AS CODE MAKER!	YOUR TURN AS CODE MAKER!	
		making part of the game.		>> Create your own code >>: WVXY	>> Create your own code >>: WVXY	
				PLAYER 2 [ATTEMPT 1]: (cannot be expected)	PLAYER 2 [ATTEMPT 1]: WVTZ CHECKINGHINT: BB	
				CHECKING		
				HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 2]: W V U Y CHECKINGHINT: B B B	
				PLAYER 2 [ATTEMPT 2]: (cannot be		
				expected)	PLAYER 2 [ATTEMPT 3]: W V Z Y CHECKING	
				CHECKINGHINT: (cannot be expected)	HINT: BBB	
				Timeri (daimer 20 dispersa)	PLAYER 2 [ATTEMPT 4]: W V X Y CHECKING	
				PLAYER 2 [ATTEMPT 3]: (cannot be expected)	HINT: BBBB	
				CHECKINGHINT: (cannot be expected)	Player 2 successfully guessed! You get 4 point/s	
				γ (σ	return 4;	
				PLAYER 2 [ATTEMPT 4]: (cannot be expected)		
				CHECKINGHINT: (cannot be expected)		
						<u> </u>

				PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKING		
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	YOUR TURN AS CODE GUESSER! [ATTEMPT 1] Please enter your guess: STYZ CHECKING	Р

CHECKING HINT: (cannot be expected)	CHECKINGHINT: W
Till (Carmot be expected)	111141. 77
[ATTEMPT 3] Please enter your guess: ZYVS CHECKINGHINT: (cannot be expected)	[ATTEMPT 3] Please enter your guess: ZYVS CHECKINGHINT: B B W
[ATTEMPT 4] Please enter your guess: SZUV	[ATTEMPT 4] Please enter your guess: SZUV CHECKINGHINT: W W
CHECKING HINT: (cannot be expected)	[ATTEMPT 5] Please enter your guess: UVWX
[ATTEMPT 5] Please enter your guess: UVWX	CHECKINGHINT: W
CHECKING HINT: (cannot be expected)	[ATTEMPT 6] Please enter your guess: XYUW
[ATTEMPT 6] Places enter very	CHECKINGHINT: W
[ATTEMPT 6] Please enter your guess: XYUW CHECKING HINT: (cannot be expected)	[ATTEMPT 7] Please enter your guess: USTV CHECKINGHINT: W W W
[ATTEMPT 7] Please enter your guess: USTV CHECKINGHINT: (cannot be expected)	[ATTEMPT 8] Please enter your guess: VUTS CHECKINGHINT: B W W
	You Failed to guess the code.

				[ATTEMPT 8] Please enter your guess: VUTS CHECKINGHINT: (cannot be expected)	Player 2 gets 9 point/s. return 9;	
void Displaywinne r (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)	//////////////////////////////////////	//////////////////////////////////////	P
int ChooseDiffic ulty ()	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	1	This function	YVXZ			Р
Codemaker		comprises				
(int a, int b, int c)		the code for the code		YOUR TURN AS CODE MAKER!	YOUR TURN AS CODE MAKER!	
,		making part				
		of the game.		>> Create your own code >>: YVXZ	>> Create your own code >>: YVXZ	
				PLAYER 2 [ATTEMPT 1]: (cannot be expected)	PLAYER 2 [ATTEMPT 1]: SZYT CHECKING	
				,	HINT: W W	
				CHECKING		
				HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 2]: U W Z X CHECKING	
					HINT: W W	
				PLAYER 2 [ATTEMPT 2]: (cannot be		
				expected)	PLAYER 2 [ATTEMPT 3]: U W Z T CHECKING	
				CHECKINGHINT: (cannot be expected)	HINT: W	
				Timer: (daring be expected)	PLAYER 2 [ATTEMPT 4]: V X Z W CHECKING	
				PLAYER 2 [ATTEMPT 3] (cannot be	HINT: W W W	
				expected)	PLAYER 2 [ATTEMPT 5]: U V Y X	
				CHECKING	CHECKING	
				HINT: (cannot be expected)	HINT: B W W	
				PLAYER 2 [ATTEMPT 4]: (cannot be		
				expected)	CHECKING	
				CHECKING HINT: (cannot be expected)	HINT: B W	
				(222. 20 3203)	Player 2 failed to guess the code	
					You get 7 point/s	
					return 7;	

				PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKINGHINT: (cannot be expected) PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKINGHINT: (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	YOUR TURN AS CODE GUESSER! [ATTEMPT 1] Please enter your guess: STUV CHECKING	P
				guess: SVWZ CHECKINGHINT: (cannot be expected) [ATTEMPT 4] Please enter your guess: XYWZ CHECKINGHINT: (cannot be expected)	guess: SVWZ CHECKINGHINT: W [ATTEMPT 4] Please enter your guess: XYWZ CHECKINGHINT: W W W	

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

int ChooseDiffic ulty ()	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	QRYZ	YOUR TURN AS CODE MAKER!	YOUR TURN AS CODE MAKER!	P
		of the game.		>> Create your own code >>: QRYZ	>> Create your own code >>: QRYZ	
				PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING	PLAYER 2 [ATTEMPT 1]: Y R W V CHECKINGHINT: B W	
				HINT: (cannot be expected) PLAYER 2 [ATTEMPT 2]: (cannot be	PLAYER 2 [ATTEMPT 2]: TRUX CHECKING	
				expected) CHECKING	HINT: B	
				HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 3]: U R W Y CHECKING	
				PLAYER 2 [ATTEMPT 3]: (cannot be expected)	HINT: BW	
				CHECKING HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 4]: Q R X V CHECKING	
				PLAYER 2 [ATTEMPT 4]: (cannot be expected)	HINT: BB PLAYER 2 [ATTEMPT 5]: QRXY	
				CHECKINGHINT: (cannot be expected)	CHECKINGHINT: BBW	
				PLAYER 2 [ATTEMPT 5]: (cannot be expected)	PLAYER 2 [ATTEMPT 6]: QRSX CHECKING	
				CHECKING HINT: (cannot be expected)	HINT: BB	

			PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKINGHINT: (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)	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	YOUR TURN AS CODE GUESSER! [ATTEMPT 1] Please enter your guess: VWZT CHECKING	Р

				[ATTEMPT 5] Please enter your guess: WXTU CHECKING	return 4;	
void Displaywinne r (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)	//////////////////////////////////////	//////////////////////////////////////	P
int ChooseDiffic ulty ()	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
	1			TEST # 2	<u> </u>	
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	YOUR TURN AS CODE MAKER! >> Create your own code >>: RQST PLAYER 2 [ATTEMPT 1]: ZQYS CHECKING	P

CHECKING	
HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 3]: V Q U Z CHECKING
PLAYER 2 [ATTEMPT 3]: (cannot be expected)	HINT: B
CHECKINGHINT: (cannot be expected)	PLAYER 2 [ATTEMPT 4]: T Q R U CHECKING
,	HINT: BWW
PLAYER 2 [ATTEMPT 4]: (cannot be expected)	PLAYER 2 [ATTEMPT 5]: UQTS
CHECKING	CHECKINGHINT: BWW
HINT: (cannot be expected)	
PLAYER 2 [ATTEMPT 5]: (cannot be	PLAYER 2 [ATTEMPT 6]: T Q U V CHECKING
expected) CHECKING	HINT: B W
HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 7]: SQYR CHECKING
PLAYER 2 [ATTEMPT 6]: (cannot be expected)	HINT: BWW
CHECKING HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 8]: V Q X S CHECKING HINT: B W
PLAYER 2 [ATTEMPT 7]: (cannot be	
expected) CHECKING	PLAYER 2 [ATTEMPT 9]: T Q V S CHECKING
HINT: (cannot be expected)	HINT: BWW
PLAYER 2 [ATTEMPT 8]: (cannot be expected)	PLAYER 2 [ATTEMPT 10]: UQSZ CHECKING
CHECKINGHINT: (cannot be expected)	
PLAYER 2 [ATTEMPT 9]: (cannot be	PLAYER 2 [ATTEMPT 11]: UQSR CHECKING
expected)	HINT: BBW
CHECKING HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 12]: ZQST CHECKING

PLAYER 2 [ATTEMPT 10]: (cannot	HINT: BBB
be expected)	
CHECKING	PLAYER 2 [ATTEMPT 13]: VQST
HINT: (cannot be expected)	CHECKING
	HINT: BBB
PLAYER 2 [ATTEMPT 11]: (cannot	
be expected)	PLAYER 2 [ATTEMPT 14]: RQST
CHECKING	CHECKING
HINT: (cannot be expected)	HINT: BBBB
Till (Till (Gallillot be expected)	1 III
PLAYER 2 [ATTEMPT 12]: (cannot	Player 2 successfully guessed!
be expected)	You get 14 point/s
CHECKING	Tou get 14 points
	roturn 14:
HINT: (cannot be expected)	return 14;
DLAVED 2 [ATTEMPT 42], /same4	
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)	
(sas. 55 s/postsa)	
PLAYER 2 [ATTEMPT 16]: (cannot	
be expected)	
CHECKING	
HINT: (cannot be expected)	
(cannot be expected)	

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

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

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

void Displaywinne r (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)	//////////////////////////////////////	//////////////////////////////////////	P
int ChooseDiffic ulty ()	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. 	Р

				[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	STUW	YOUR TURN AS CODE MAKER!	YOUR TURN AS CODE MAKER!	P
		of the game.		>> Create your own code >>: STUW PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKING	>> Create your own code >>: STUW PLAYER 2 [ATTEMPT 1]: Y S U X CHECKINGHINT: B W PLAYER 2 [ATTEMPT 2]: Q Z U X	
				PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING	CHECKINGHINT: B PLAYER 2 [ATTEMPT 3]: Y W U X CHECKINGHINT: B W PLAYER 2 [ATTEMPT 4]: V S U W CHECKINGHINT: B B W	

				PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKING	PLAYER 2 [ATTEMPT 5]: Q X U W CHECKINGHINT: B B PLAYER 2 [ATTEMPT 6]: Y T U W CHECKINGHINT: 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	YOUR TURN AS CODE GUESSER!CHEAT CODE: Y S V Z [ATTEMPT 1] Please enter your guess: VWST CHECKING	P

					HINT: W	
				[ATTEMPT 4] Please enter your guess: STRZ CHECKINGHINT: (cannot be expected)	[ATTEMPT 4] Please enter your guess: STRZ CHECKINGHINT: B W	
				[ATTEMPT 5] Please enter your guess: VWQT CHECKINGHINT: (cannot be expected)	[ATTEMPT 5] Please enter your guess: VWQT CHECKINGHINT: W	
				[ATTEMPT 6] Please enter your guess: QRTW CHECKINGHINT: (cannot be expected) (cannot be expected)	[ATTEMPT 6] Please enter your guess: QRTW CHECKINGHINT: You Failed to guess the code.	
void Displaywinne r (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)	//////////////////////////////////////	Player 2 gets 7 point/s. //////////////////////////////////	P
int ChooseDiffic ulty ()	4	This function gets the preferred game	3	[DIFFICULTY] -> DIFFICULT <-	[DIFFICULTY] -> DIFFICULT <-	Р

		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;	Р

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	ONPS	YOUR TURN AS CODE MAKER!	YOUR TURN AS CODE MAKER!	P
		of the game.		>> Create your own code >>: ONPS	>> Create your own code >>: ONPS	
				PLAYER 2 [ATTEMPT 1]: (cannot be expected) CHECKINGHINT: (cannot be expected)	PLAYER 2 [ATTEMPT 1]: U W O P CHECKINGHINT: W W	
				PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING	PLAYER 2 [ATTEMPT 2]: N L T Y CHECKINGHINT: W	
				HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 3]: L S Z V CHECKING	
				PLAYER 2 [ATTEMPT 3]: (cannot be expected)	HINT: W	
				CHECKINGHINT: (cannot be expected)	PLAYER 2 [ATTEMPT 4]: P W R M CHECKINGHINT: W	
				PLAYER 2 [ATTEMPT 4]: (cannot be expected) CHECKINGHINT: (cannot be expected)	PLAYER 2 [ATTEMPT 5]: W X Y Z CHECKINGHINT:	
				PLAYER 2 [ATTEMPT 5]: (cannot be expected) CHECKINGHINT: (cannot be expected)	PLAYER 2 [ATTEMPT 6]: ZPOK CHECKINGHINT: WW	
				, (cac. 60 6/p00/04)	Player 2 failed to guess the code You get 7 point/s	

				PLAYER 2 [ATTEMPT 6]: (cannot be expected) CHECKINGHINT: (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	YOUR TURN AS CODE GUESSER! [ATTEMPT 1] Please enter your guess: QRTS CHECKING	P

				[ATTEMPT 6] Please enter your guess: MRZT CHECKINGHINT: (cannot be expected)		
		-	0.4015	(cannot be expected)		
void Displaywinne r (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)	//////////////////////////////////////	//////////////////////////////////////	P
int ChooseDiffic	4	This function gets the	4	[DIFFICULTY] -> EXTREME <-	[DIFFICULTY] -> EXTREME <-	Р
ulty ()		preferred game difficulty of the player.		Input number of attempts (REMEMBER: up to 20 attempts only): 6	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.<-	->VALID CODE PEGS: K, L, M, N, O, P, 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.	[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!	YOUR TURN AS CODE MAKER!	P
				PLAYER 2 [ATTEMPT 2]: (cannot be expected) CHECKING	CHECKINGHINT: BBB	
				HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 3]: L Q R S CHECKING	

PLAYER 2 [ATTEMPT 3]: (cannot be	HINT: BBB
expected)	
CHECKING	
HINT: (cannot be expected)	CHECKING
DI AVED 2 (ATTEMPT 4): /ears at his	HINT: BBB
PLAYER 2 [ATTEMPT 4]: (cannot be	PLAYER 2 [ATTEMPT 5]: OQRS
expected) CHECKING	CHECKING
HINT: (cannot be expected)	HINT: BBB
,	
PLAYER 2 [ATTEMPT 5]: (cannot be	PLAYER 2 [ATTEMPT 6]: N Q R S
expected)	CHECKING
CHECKING HINT: (cannot be expected)	HINT: BBB
DI AVED CLATTER OF CLA	PLAYER 2 [ATTEMPT 7]: KQRS
PLAYER 2 [ATTEMPT 6]: (cannot be	CHECKING
expected) CHECKING	HINT: BBB
HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 8]: YQRS
· ····· (cacr be expected)	CHECKING
PLAYER 2 [ATTEMPT 7]: (cannot be	HINT: BBB
expected)	
CHECKING	
HINT: (cannot be expected)	CHECKING HINT: BBB
PLAYER 2 [ATTEMPT 8]: (cannot be	Tillett. DDD
expected)	PLAYER 2 [ATTEMPT 10]: NQRS
CHECKING	
HINT: (cannot be expected)	HINT: BBB
PLAYER 2 [ATTEMPT 9]: (cannot be	
expected)	CHECKING
CHECKING	HINT: BBB
HINT: (cannot be expected)	PLAYER 2 [ATTEMPT 12]: PQRS
PLAYER 2 [ATTEMPT 10]: (cannot	CHECKING
be expected)	HINT: BBBB
CHECKING	
HINT: (cannot be expected)	Player 2 successfully guessed!

	You get 12 point/s
PLAYER 2 [ATTEMPT 11]: (cannot be expected)	3
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	
PLAYER 2 [ATTEMPT 14]: (cannot be expected) CHECKINGHINT: (cannot be expected)	
PLAYER 2 [ATTEMPT 15]: (cannot be expected) CHECKINGHINT: (cannot be expected)	
PLAYER 2 [ATTEMPT 16]: (cannot be expected) CHECKINGHINT: (cannot be expected)	
PLAYER 2 [ATTEMPT 17]: (cannot be expected) CHECKINGHINT: (cannot be expected)	
PLAYER 2 [ATTEMPT 18]: (cannot be expected) CHECKINGHINT: (cannot be expected)	

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

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

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

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

		the velves		IDOINTO Diamar O	[DOINTO] Diamar O. 04	1
		the values		[POINTS] Player 2:	[POINTS] Player 2: 21	
		returned from		///////////////////////////////////////	///////////////////////////////////////	
		the code				
		making and		(cannot be expected)	You lost. Player two wins!	
		code				
		guessing		THANKS FOR PLAYING!	THANKS FOR PLAYING!	
		functions.				
int	4	This function	4			Р
ChooseDiffic	•	gets the	•	[DIFFICULTY] -> EXTREME <-	[DIFFICULTY] -> EXTREME <-	•
ulty ()		preferred		[Billiooerr] > Extreme <	[Billiooerr] > Extreme <	
uity ()				Input number of attempts	Input number of attempts	
		game				
		difficulty of		(REMEMBER: up to 20 attempts	(REMEMBER: up to 20 attempts	
		the player.		only): 20	only): 20	
				->VALID CODE PEGS: K, L, M, N, O,	->VALID CODE PEGS: K, L, M, N, O,	
				P, Q, R, S, T, U, V, W, X, Y and Z.<-	P, Q, R, S, T, U, V, W, X, Y and Z.<-	
				// the player chooses extreme		
void	5	This function	2			Р
GamePrelim		displays the		[1] Easy: You can choose up to 6	[1] Easy: You can choose up to 6	
()		game		possible code pegs, with up to 10	possible code pegs, with up to 10	
V		preliminaries		attempts.	attempts.	
		of the game.		[2] Average: You can choose up to 8	[2] Average: You can choose up to 8	
		of the game.		possible code pegs, with up to 12	possible code pegs, with up to 12	
					· ·	
				attempts.	attempts.	
				[3] Difficult: You can choose up to 10	[3] Difficult: You can choose up to 10	
				possible code pegs, with up to 16	possible code pegs, with up to 16	
				attempts.	attempts.	
				[4] Extreme: You can choose up to 16	[4] Extreme: You can choose up to 16	
				possible code pegs, with up to 20	possible code pegs, with up to 20	
				attempts.	attempts.	
				·	·	
int	6	This function	20	return 20;	return 20;	Р
Numgames		checks the	· -	,	,	
(int bb)		number of		// this means that the player wants to		
(55)		games		play 20 games		
	<u> </u>	yanics		piay 20 gairies		

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!	YOUR TURN AS CODE MAKER!	P

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

void Displaywinne r (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)	//////////////////////////////////////	//////////////////////////////////////	Р
int ChooseDiffic ulty ()	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 6		4	return 4;	return 4;	Р
Numgames (int bb)	checks the number of games entered by the player.		// this means that the player wants to play 4 games		