



Building a helper for the popular NYT word game Wordle



# The Basics



5 letter word game

green: the letter is in the
right place

yellow: the letter is in the
word, but not in the right
place

grey: the letter is not in the
word

### 0



# How I Approached It:

- What user input do I need?
- What variables can I pull out?
- How do those variables interact with one another?

```
for(int z=0; z<6; z++){
   ArrayList<String> rlb = buildGrey();
   ArrayList<ArrayList<String>> ylb = buildYellow();
   ArrayList<String> glb = buildGreen();
   ArrayList<String> cWord = getWord();
   ArrayList<String> cColor = getColor();
   dict = possibleMatches(dict,cWord,cColor,glb,ylb,rlb);
   if(dict.size()==1){ //end situation
      printList(dict);
      StdOut.println("was this the winning word? (input: y/n)");
      String answer = StdIn.readString();
      if(answer.equals("n")) StdOut.print("sorry! This bot is a w
      if(answer.equals("y")) StdOut.print("congratulations! You b
      break;
   printList(dict);
```

# Green

ArrayList<String>

\*\*\*a\*

# **Letter Banks**

# Yellow

[a][a][\*][a]

# Grey

ArrayList<String>

a

## 

# Example:

# C R A N E

### First for loop:

```
if(cColor.get(i).equals("g")) green = updateGreen(glb, cWord.get(i),i);
if(cColor.get(i).equals("y")) yellow = updateYellow(ylb, cWord.get(i),i);
if(cColor.get(i).equals("r")) grey = updateGrey(rlb, cWord.get(i));
```

Word Banks:

\*\*\*\*6

c,a,n



C R A N E

### Second for loop:

 $\times$   $\bullet$ 

```
if(cColor.get(i).equals("g")) dictionary=checkGreen(dictionary, green);
if(cColor.get(i).equals("y")) dictionary=checkYellow(dictionary, yellow);
if(cColor.get(i).equals("r")) dictionary=checkGrey(dictionary, grey);
return dictionary;
```

Deduced Words:

there are 40 remaining viable words. Try: dirge, puree, rouse, surge, or worse