UIPath - Mastermind

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Variables used

Variable	Variable Type	Scope	Default value	Remarks
RandomNumber	Int32	FlowChart	-	Number randomly generated but the robot
GuessNumber	String	FlowChart	-	Guessed number input by user
count	In32	FlowChart	10	Keeping track the number of tries the user can guess
P	Int32	Calculate	-	# of correct number, correct position
N	Int32	Calculate	-	# of correct number, wrong position

Variables used

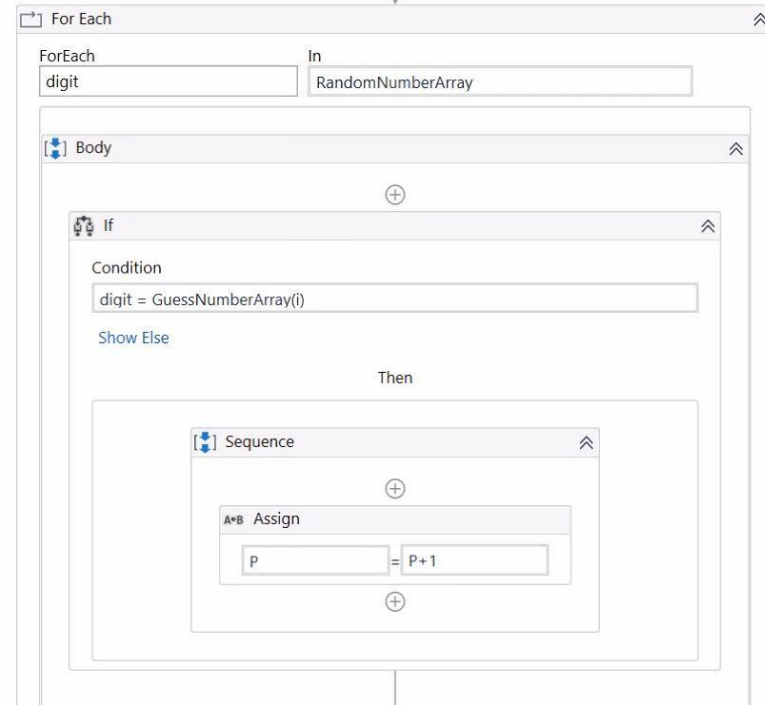| Variable	Variable Type	Scope	Default value	Remarks
RandomNumberArray	Char[]	Calculate	-	{RandomNumber digit 0, RandomNumber digit 1, …}
GuessNumberArray	Char[]	Calculate	-	{GuessNumber digit 0, GuessNumber digit 1, …}
i	Int32	FlowChart	0	Keeping track the digit of GuessNumber

Concept

1. Guess value is checked if its a 4 digit number.
2. While count > 0, the count will decrement with every guess.
3. The guess will either be correct, else P & N values will be calculated.
4. Break will occur when
   a. Number is not 4 digit number
   b. After GuessNumber is correctly guessed
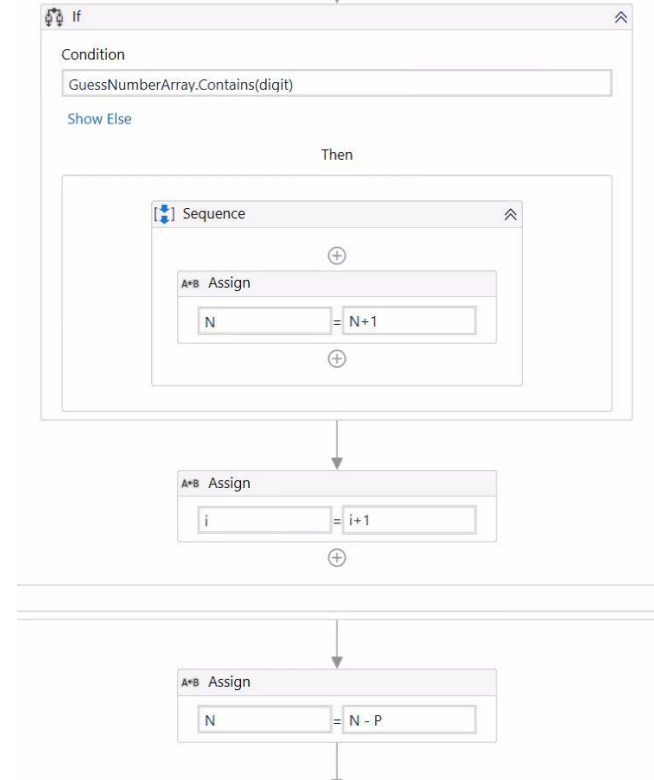   c. After 10 incorrect guess tries

Calculating P & N

- For loop to check whether the GuessNumber digit corresponds to the RandomNumber digit , if so P++

- Variable i keeps track of GuessNumber's index, which is incremented during each for loop, together with digit

Calculating P & N

- If it is not in the correct position, we check if the digit exist in GuessNumber, if it does N++.

- We must note that N will calculate the correct position before, hence we must minus with P value outside of the for loop.

Thank you!

Difficulty

My main difficulty was trying to calculate P and N. However I managed to find some references and help online.

In general, I had fun trying out this new software and I realised how much more it can do.