

CSE 241 Programming Assignment 1

DUE

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Description

- This is an individual assignment. Please do not collaborate. You have to do a demo in order to get credit.
- If you think that this document does not clearly describe the assignment, ask questions before its too late.

This is the first assignment of the semester. This will get you ready for the upcoming assignments. Carefully execute every step.

You are going to implement an interactive program which enables user to play the game *mastermind*. The idea of the game is, one side holds a secret number and the other side(user) proposes numbers and gets useful hints at each turn. The aim of the user is to guess the secret number.

The Rules of The *Mastermind*

- A digit is a char element of this list = {0,1,2,3,4,5,6,7,8,9,a,b,c,d,e}
- A valid number is defined to be an N digit number ($N \leq 16$) where the high-most (leftmost) digit cannot be 0 and **any digit appears only once in the number**.
- Your program chooses a valid number (secret number).
 - First option is to generate a random number (it must be a valid number)
 - Second option is to use a given number (a number will be provided as a command-line argument)
- (At each turn) the code breaker (user) proposes a valid number. Turns are counted (Starting with 1).
- As response to the proposal, the code maker(your program) provides two counts:
 - **First count** (C_{exact}): The count of digits of the proposed number that match in place of the secret number.
 - **Second count** ($C_{\text{misplaced}}$): The count of digits of the proposed number which do exist in the secret number but are not in place.
- A C_{exact} value of N stops the game and the turn-count is recorded; otherwise the game continues with accepting user proposals.

Expectations

Input

- Your program will take command-line arguments.
 - The first argument is either `-r` or `-u`.
 - If the first argument is `-r`, user has to provide another argument N: The number of digits. Your program will create a random number which has N digits.
 - If the first argument is `-u`, user has to provide another argument which will be used as a secret number.
- At each turn user enters a number, your program has to capture the number correctly, compare it with the secret and print hints.

Output

- At each iteration, print hints.
- If the user input perfectly matches with the secret number, print the FOUND message and number of iterations and exit.

Example Run

Suppose that your source file is `mysource.cpp`.

First, it will be compiled:

```
g++ -std=c++11 mysource.cpp -o mastermind
```

Then your program can be called like the following:

```
mastermind -r 6
```

With this call, user is expected to enter a 6 digit number. If user enters a number which has more or less than 6 digits, your program should print the following error message and exit.

E1

If the user enters something but not an integer, your program should print the following error:

E2

If the user enters a valid number your program should return the hints in the following format:

```
mastermind -r 6    -----> Assume that your program generates secret 130456
12345a             -----> User enters 12345a
3 1                -----> First count is 3, Second count is 1 (separated by a space)
13245a             -----> User enters 13245a
5 0                -----> First count is 5, Second count is 0 (separated by a space)
130456             -----> User enters 130456
FOUND 3            -----> User found the number in 3 iterations, program exits. (separated by a space)
```

If the user cannot find in 100 iterations, print the following message and exit the program:

FAILED

Your program can also be called like the following:

```
mastermind -u 12345
```

If this happens, your program will use 12345 (the given argument) as the secret number. The rest of your code will not change.

Error Checking

Check for any errors in program call. If there is any error, print the following and exit:

E0

Errors in program call include the following:

- Missing parameters.
- Wrong parameters.
- Undefined parameters.
- Negative value or 0 value following the `-r` option.
- Digits of the number followed by `-u` are not unique.

The other errors are specified in the **Example** section.

Remarks

- Error checking is important.
- Your program should be immune to the whitespace before any user input.
- Do not submit your code without testing it with several different scenarios.
- Write comments in your code. Extensive commenting is required. Comment on every variable, constant, function and loop. (10pts)
- Do not use `#Define` and define macros. Instead use `constant` keyword and define constant variables. If you use macros, you will loose 5 points for each of them.
- Do not create an output file. Everything happens through `stdin` and `stdout`.
- Be very careful about the input and output format. Don't print anything extra(including spaces).

Turn in:

- Source code of a complete C++ program. Name of the file should be in this format: `<full_name>_PA1.cpp`. If you do not follow this naming convention you will lose -10 points.
- Example: `frodo_baggins_PA1.cpp`. Please do not use any Turkish special characters.
- You don't need to use an IDE for this assignment. Your code will be compiled and run in a command window.
- Your code will be compiled and tested on a Linux machine(Ubuntu). GCC will be used.
- Make sure you don't get compile errors when you issue this command : `g++ -std=c++11 <full_name>_PA1.cpp`.
- A script will be used in order to check the correctness of your results. So, be careful not to violate the expected output format.
- Provide comments unless you are not interested in partial credit. (If I cannot easily understand your design, you may lose points.)
- You may not get full credit if your implementation contradicts with the statements in this document.

Late Submission

- Not accepted.

Grading (Tentative)

- **Max Grade** : 100.
- Multiple tests will be performed.

All of the followings are possible deductions from **Max Grade**.

- Do **NOT** use hard-coded values. If you use you will loose 10pts.
- No submission: -100. (be consistent in doing this and your overall grade will converge to N/A) (To be specific: if you miss 3 assignments you'll get N/A)
- Compile errors: -100.
- Irrelevant code: -100.
- Major parts are missing: -100.
- Unnecessarily long code: -30.
- Inefficient implementation: -20.
- Using language elements and libraries which are not allowed: -100.
- Not caring about the structure and efficiency: -30. (avoid using hard-coded values, avoid hard-to-follow expressions, avoid code repetition, avoid unnecessary loops).
- Significant number of compiler warnings: -10.
- Not commented enough: -10. (Comments are in English. Turkish comments are not accepted).
- Source code encoding is not UTF-8 and characters are not properly displayed: -5. (You can use 'Visual Studio Code', 'Sublime Text', 'Atom' etc... Check the character encoding of your text editor and set it to UTF-8).
- Missing or wrong output values: **Fails the test**.
- Cannot produce numbers with unique digits: **Fails the test**.
- Output format is wrong: -30.
- Infinite loop: **Fails the test**.
- Segmentation fault: **Fails the test**.
- Fails 5 or more random tests: -100.
- Fails the test: **deduction up to 20**.
- Prints anything extra: -30.
- Unwanted chars and spaces in output: -30.
- Submission includes files other than the expected: -10.
- Submission does not follow the file naming convention: -10.
- Sharing or inheriting code: -200.