MASTERMIND 2019

REPORT THE MINI\_PROJET

Mastermind it's numbers game for mind statistic to find out the correct random combination given by the computer in fact not computer but our script

This combination contains in the simple level on four numbers , but is there a condition in this combination that no number as others numbers .for example

1 1 2 3 or 1 2 3 2 these combinations invalid.

So when the player gives an combination if his combination contains number in same arrangement in the random combination he earns T=1 if not T=0

If numbers exist in combination but not same arrangement he earns V=1 if not V=0 he has 10 trys to find out the random combination if he earned on his score=5

He moves to hard level when arrangement consists on five numbers

In this projet we used shell script verion Sh

So our script consists form if statements, loops,case statement ,some commands linux ,and functions:

structure the simple level

login function : this function like menu contains four options:

-[1]new game permets the player created account with his name and password this data stored ind file called players.txt, if player exist before function login displays

massege "nameplayer exist before "

[1]login [2] add game

-[2]play this option contains a function called player this function check if player enter his name and password correct if not displays this message

"you are not here"

[1]login [2] add game

-[3] hard\_level this option contains function called check\_winer that is mean check if this player wined in the simple level or not if not function displays

this "you are not winer"

[1]login [2] simple\_level

-[4] command exit to power off main script

-random\_combination: this function contains four variable v1,v2,v3,v4, and this commande

$(shuf -i0-9 -n1) allowed us to get a random number from 0 to 9

and by these four variable we get random combinaion and we add this condition

[ $var1 -eq $var2 -o $n1 -eq $n3 -o $n1 -eq $n4 -o $n2 -eq $n3 -o $n2 -eq $n4 -o $n3 -eq $n4 ]

be cause we dont need number as others by this way we can get a random combinaton

- siasircombi : this function permets to enter combination it's containing two while loops , case statement and if condition that's for treating if

combination valide or not if invalide function showing a message invalide whith requesting another combination and we can't logout from the while loops if player

he can't gives correct combination.

test [ $n1 -eq $n2 -o $n1 -eq $n3 -o $n1 -eq $n4 -o $n2 -eq $n3 -o $n2 -eq $n4 -o $n3 -eq $n4 ]

-testcombi: this function contains two functions function test1() treats numbers had same place with the random combination and return T=1 or T=0 according the arrangement

the numbers, function test2() treats numbers exist but it dont have same place in the arrangement with random combination and return v=0 or V=1

-afficheplateau: this function works on showing the combination whitch enters by player and his current tour and score

-contunue :this function permets to contunue tour because takes old try and old score and old random combination and showing them in the background.

structure the hard level

this level consists from functions check\_winer() and fun hard\_level().

check\_winer work on ckeck in if the palyer winer in the simple level or not by request username and password.

hard\_level() main function contains on 4 functions:

--hard\_combination() gives combination 5 numbers

--enter\_hard\_combination() keyboard 5 numbers

--test1\_hard() test

-- hard\_sco\_re() showing combination's player and score