CS 110 – Creative Problem Solving in Computer Science

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Homework 6

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Exercise

The Mastermind program that we saw in class will crash if the player inputs a color guess that is out of range. Fix that problem so that if the wrong input is given, the player has to input it again.

```
>>> mastermind()
How many holes per row shall we have? 4
How many colors shall we have? 4
Enter your guess for round  1 ...
Enter your guess from  [0, 1, 2, 3] for hole  0 ...
5
Enter your guess from  [0, 1, 2, 3] for hole  1 ...
6
Enter your guess from  [0, 1, 2, 3] for hole  2 ...
4
Enter your guess from  [0, 1, 2, 3] for hole  3 ...
7
Your Guesses

Traceback (most recent call last):
  File "<pyshell#3>", line 1, in <module>
    mastermind()
  File "/Users/abc/doc/Teaching/CS110/2017/Lectures/mastermind.py", line 17, in mastermind
    guess = []
  File "/Users/abc/doc/Teaching/CS110/2017/Lectures/mastermind.py", line 91, in printBoard
  File "/Users/abc/doc/Teaching/CS110/2017/Lectures/mastermind.py", line 68, in score_fun
    count = count + 1
IndexError: list index out of range
```

Instead it should be as follows:

```
>>> mastermind()
How many holes per row shall we have? 4
How many colors shall we have? 4
Enter your guess for round  1 ...
Enter your guess from  [0, 1, 2, 3] for hole  0 ...
5
5 is out of range please guess from  [0, 1, 2, 3] ...
```