

MasterMind is designed based on idea of MVC design pattern. Here two class CodePeg and KeyPeg which store data standing for Model. The class InputValidator stands for View and two class CodePegCalculator and Configurator stand for Controller. The controller will process data from View and store it in Model.

Algorithm for check the result that we check for WHITE condition first and then check for BLACK condition later. After that, we combine both BLACK and WHITE condition to get final result.

Legend:

CodePeg: A ball that associated with a certain colour and position.

KeyPeg: A plate has 4 holes showing result (BLACK, WHITE, NONE) after player guessing.

Source code is written on Eclipse IDE (build with GCC Linux 64bit). So, Please import it to Eclipse if you would like to use Eclipse to view and run code. Below is class diagram for the whole software.

