Wordle Solver

Aiden Jung, Jiyoung Chang, Muqi Guo

Agenda

- Background
- What we built
- Course Concepts
- Implementation
- Demo

What is wordle







What we built

Program that guesses the word that user inputs (like a person playing the world game)

- 1. UI
- Scoring algorithm
- 3. Filter based on hints and narrows down the candidates

Scoring Algorithm

baby
$$\rightarrow$$
 b a b y
best \rightarrow b e s t
tent \rightarrow t e n t
land \rightarrow l a n d
 $0.25 + 0.5 + 0.5 + 0.25 \rightarrow \text{score: 1.5}$

returns one candidate word that has highest score

Filtering based on hints

answer: "TABLE"

guess: "PAPER"

Hints:

- "A" is the second letter of the answer
- "E" exists in answer, but not at the fourth letter
- "P" and "R" doesn't exist in answer

Filter out words from word list that doesn't satisfy the conditions of hints

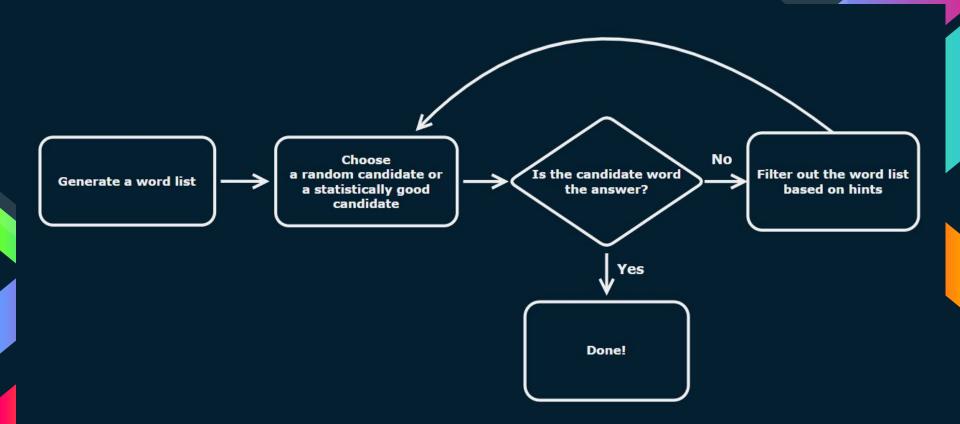


Course Concepts

- File Systems
- 2. Threads
- 3. Synchronizations



Implementations



Demo



Q&A

