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/*
 * README!!
 * FOR AP READER:
 *
 * A couple of notes, mainly due to the complexity of the Rust
 * programming language (which this is written in):
 *
 * - Feel free to Google any Rust concepts you may not understand
 *   (for example, macros like `println!` and `include_str!` or structs
 *   and their `impl`s, especially since AP CSP is intended for JavaScript
 *   or Python, which are high-level languages, whilst Rust is a
 *   low-level language, like C or C++).
 *   (Minor sub-note: I would ESPECIALLY Google the `include_str!` macro and
 *   what it does.)
 *
 * - Any comment (green in VS Code, which I recommend you copy/paste into
 *   for ease of reading) with THREE slashes (`///`) instead of TWO (`//`)
 *   can be read as documentation for the code they accompany. If you are
 *   using Visual Studio or Visual Studio Code to read, you can hover over
 *   the name of the function/struct/impl/variable they accompany and see
 *   the documentation cleanly formatted.
 *
 * - If you ever plan on executing this code, you will need to install
 *   the Rust tools for your platform (cargo, rustup, etc.) from
 *   https://rust-lang.org. (If not, disregard this bullet.) Once you
 *   install them, create a new project with `cargo new create-pt` on
 *   your command line, traverse into the `./create-pt` directory, then
 *   run `cargo add colored rand`, copy and paste the code in this file
 *   to `./src/main.rs`, copy and paste `answers.txt` and `words.txt`
 *   into `./src`, and run `cargo run --release` on your command line.
 *   If the build fails, it is likely a system or library issue.
 */

/// The colored crate/library: Has functions to format text/strings with
/// color and text formatting like bolding and italicizing; made by a Rust
/// community member (see https://crates.io/crates/colorize).
/// The Colorize trait, which
/// allows for said formatting, is imported from this crate. (The way Rust
/// trait implementing is like abstraction but the trait must be imported in
/// the current context for them to work). The trait provides the
/// following functions on any String:
/// - any color (`red()`, `yellow()`, `green()`, etc.)
/// - `bold()`
/// - `italic()`
/// and more
use colored::Colorize;

/// The rand crate/library: Has functions to generate random numbers; made
/// by a Rust community member (see https://crates.io/crates/rand).
/// The thread_rng function and Rng trait are imported from this crate.

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use rand::{thread_rng, Rng};

/// The Rust Standard Crate, providing methods to read from IO
/// (stdin and stdout) and other things
use std::{
    fmt::Display,
    io::{stdin, stdout, Result as IoResult, Write},
};

/// words.txt: holds all possible Wordle guesses, made by a GitHub user
/// (https://gist.github.com/dracos/dd0668f281e685bad51479e5acaadb93)
const WORDS_FILE: &'static str = include_str!("words.txt");
/// answers.txt: holds all possible Wordle answers, made by a GitHub user
/// (https://gist.github.com/cfreshman/a03ef2cba789d8cf00c08f767e0fad7b)
const ANSWER_FILE: &'static str = include_str!("answers.txt");

/// Util for printing since the macro doesn't flush to stdout
///
/// s: anything that the [print!] macro accepts using the below code:
///
/// ```no_run
/// print!("{}", s)
/// ```
///
/// For example, the equivalent of using [print!] like this:
/// ```no_run
/// print!("{}", "Hello ", "world")
/// ```
///
/// Can be translated to use the [print] function like:
/// ```no_run
/// print(format!("{}", "Hello ", "world"))
/// ```
fn print(s: impl Display) {
    print!("{}", s);
    stdout().flush().unwrap();
}

/// Util to read exactly 1 line from stdin (user input)
fn read_line_stdin() -> IoResult<String> {
    let mut buf = String::new();
    stdin().read_line(&mut buf)?;

    Ok(buf.trim().to_string())
}

/// Game object that just stores everything cleanly
#[allow(dead_code)]
struct Game {
    correct_word: String,
    guesses: Vec<String>,
    possible_words: Vec<String>,
    has_won: bool,
}
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}

/// Functions for the game object
impl Game {
    /// Instantiate a new Game object
    pub fn new() -> Self {
        // Grab all the words/answers
        let mut words = WORDS_FILE
            .lines()
            .map(|v| v.to_lowercase())
            .collect::<Vec<String>>();
        let answers = ANSWER_FILE
            .lines()
            .map(|v| v.to_lowercase())
            .collect::<Vec<String>>();
        // Append the answers to the words since they aren't together for
        // some reason
        words.append(&mut answers.clone());
        Self {
            correct_word: answers
                .get(thread_rng().gen_range(0..answers.len()))
                .expect("well thats awkward")
                .clone(),
            guesses: vec![],
            possible_words: words,
            has_won: false,
        }
    }
}

// NOTE FOR AP READER:
// When `self`, `&self`, `mut self`, or `&mut self`, it means that
// the function is meant to be called on an instance of an object,
// and the block of the function will have access to an object of
// `Self`, in this case, the `Game` struct. A capitalized `Self`
// means that it is referring to the type of `self`. `mut` being
// in front means it can be modified, and `&` means it is a
// reference (it doesn't consume or "destroy" the object and make
// it unusable in the following code after the function call).

/// Get the correct word (equal to [self.correct_word])
pub fn get_correct_word(&self) -> String {
    // The string must be cloned (make a copy of)
    // so that memory/race conditions do not occur;
    // one of the many features of Rust (preventing
    // race conditions). The `String` type is not a
    // primitive and it's size is not known at compile
    // time, unlike `&str`s, which are string literals
    // typed as `"your string"` and are primitives,
    // whose sizes are always known; however they are
    // interchangeable and can easily be converted to
    // each other
    self.correct_word.clone()
}

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/// Get the amount of guesses taken (equal to [self.guesses.len()])
pub fn get_guess_count(&self) -> usize {
    // This doesn't need to be cloned due to being a primitive (usize is a
    // positive or zero integer that can index
    // arrays or vectors, which are unsized arrays)
    self.guesses.len()
}

/// Submit guess
/// Takes the user's guess and sanity-checks it before validation
/// Returns a boolean defining if the user has won based on their guess
pub fn submit_guess(&mut self, guess: String) -> bool {
    if guess.len() != 5 {
        println!("{}", "your guess must be 5 letters long".red().italic())
    } else if self
        .possible_words
        .iter()
        .find(|v| **v == guess.to_lowercase())
        .is_none()
    {
        println!("{}", "invalid word, try again".red().italic())
    } else {
        self.guesses.push(guess.to_lowercase());

        if guess.to_lowercase() == self.correct_word.to_lowercase() {
            // yay winner!
            println!("{}", guess.to_lowercase().green().bold());
            self.has_won = true;
            return true;
        }
        let guess_chars = guess
            .to_lowercase()
            .chars()
            .collect::<Vec<char>>();
        let correct_chars = self.correct_word
            .chars()
            .collect::<Vec<char>>();

        let mut final_str: String = String::new();

        let mut chars_found: Vec<char> = vec![];

        // Iteration!!! (Iterate through each character, 0-4 in indices,
        // 1-5 in normal terms and validate them)
        for i in 0..=4 {
            let guess_char = guess_chars[i];
            let correct_char = correct_chars[i];

            if guess_char == correct_char {
                chars_found.push(guess_char.clone());
                final_str = format!(
                    "{}{}",

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        final_str,
        guess_char.to_string().green().bold()
    );
} else if correct_chars.iter().find(|v| {
    v == &guess_char
}).is_some() && correct_chars
    .iter()
    .fold(0, |acc, v|
        if v == &guess_char {
            acc + 1
        } else {
            acc
        }
    ) > chars_found
    .iter()
    .fold(0, |acc, v|
        if v == &guess_char {
            acc + 1
        } else {
            acc
        }
    ) {
    chars_found.push(guess_char.clone());
    final_str = format!(
        "{}{}",
        final_str,
        guess_char.to_string().yellow().bold()
    );
} else {
    final_str = format!(
        "{}{}",
        final_str,
        guess_char.to_string().black()
    );
}

println!("{}", final_str);
}
false
}

/// Main function that executes at runtime
fn main() {
    let mut wordle = Game::new();

    println!("{}", "welcome to wordle but its in rust".bold());
    while wordle.get_guess_count() < 6 {
        print(format!(
            "{} ({}): ",
            "type your guess".italic(),
            wordle.get_guess_count() + 1

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));
if let Ok(input) = read_line_stdin() {
    if wordle.submit_guess(input) {
        // Submits guess, if that function returns true the user
        // has won
        break;
    }
} else {
    println!(
        "{}",
        "type something to guess before pressing enter"
        .red()
        .italic()
    )
}

if wordle.has_won {
    println!(
        "{}",
        match wordle.get_guess_count() {
            1 => "Genius".green(),
            2 => "Magnificent".green(),
            3 => "Impressive".green(),
            4 => "Splendid".green(),
            5 => "Great".green(),
            6 => "Phew".yellow(),
            // anything that isn't in the range [1, 6] (interval)
            // isn't possible
            _ => "hacker 😡".red(),
        }
    );
} else {
    println!("You {} :(, "lost".red().bold());
    println!(
        "{}: {}",
        "The word was".italic(),
        wordle.get_correct_word().bold()
    )
}
}
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