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Purpose: Flowchart Mastermind AI Game V4

AI

**Declare and Define helper
functions**
findMax()
saveCode()
assign()

Declare variables
static const int SIZE=10000;
static int code[4];
static short x=0;
static short red=0;
static short max[2];
static short y=0;
static short indMax[2];
static short rrArr[4];
static string aGuess[SIZE];
static char grr[SIZE];
static char grw[SIZE];
static int guess=0;
static int redG=0;
string sGuess="0000";
static bool dup=0;
static short type=0;
static short inA,inB,
inC,inD;

grr[guess]=rr;
grw[guess]=rw;

red!=4

T

A

F

E

































