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#include <ctype.h>
#include <cs50.h>
#include <stdio.h>
#include <string.h>

// Points assigned to each letter of the alphabet
int POINTS[] = {1, 3, 3, 2, 1, 4, 2, 4, 1, 8, 5, 1, 3, 1, 1, 3, 10, 1, 1, 1, 1, 4, 4, 8, 4, 10};

// Function prototype
int compute_score(string word);

int main(void)
{
    // Get input words from both players
    string word1 = get_string("Player 1: ");
    string word2 = get_string("Player 2: ");

    // Score both words
    int score1 = compute_score(word1);
    int score2 = compute_score(word2);

    // TODO: Print the winner
    if (score1 == score2)
    {
        printf("Tie!\n");
    }
    else if (score1 > score2)
    {
        printf("Player 1 wins!\n");
    }
    else
    {
        printf("Player 2 wins!\n");
    }
    return 0;
}

int compute_score(string word)
{
    // Keep track of score
    int index = 0;
    int score = 0;
    char uppercase;
```

```
// Add up all points
while (word[index] != '\0')
{
    uppercase = toupper(word[index]);
    if ((uppercase < 'A') | (uppercase > 'Z'))
    {
        break;
    }
    score += POINTS[uppercase - 'A'];
    index ++;
}
return score;
// TODO: Compute and return score for string
}
```