QND Computer Science Day 11

Mr. Schmidt

Recap

- Wordle

Stage 1: Grade a Guess

- Turn a string into an Array
- Get a guess from the user

Stage 2: Looping and Validation

- Put the guess part in a loop

- Check if the guess is the right length
  - Use `continue`

- Check if the guess is correct!

Stage 3: Guess Count Limit

- Track the number of guesses

- If guesses >= 6, tell the user they lost

- Random word from a word bank!

Stage 4: Miscellania

- Use ColoredString instead of emoji
- Always compare in the same letter casing

Stage 5: Play again?

- Wrap it all in a loop

- When the inner loop exits, ask if they want to play again. Otherwise, break

(bonus) Stage 6: Check Real Words

- `import Foundation`

- Make a URL request to dictionaryapi.dev

- Check the response

What's Next?

- Turtle!

- You'll have all week to make your piece

- On Friday, we'll do a little show and tell

- Start thinking about what you want to make