**Bulls and Cows Guessing Game Requirements List**

**Here are the requirements of “BCPlayer” application.**

[1 - **Check**] Users run the java application “BCPlayer.java” to play the game. The user also has the option of continuing the game or quitting the game.

[2 – **Check**] The user of the BCPlayer app can create, delete, and update the words of different lengths. And these words are saved in a database (MySQL database). Since this is not a web

application, assume that there is just 1:1 to correspondence between the user, application, and

the database.

[3 - **Check**] At the beginning of the play, the user indicates the length of the word he/she wants to play.

[4 - Check] The system selects a random word matching that length and starts the play.

[5 - **Check**] The play between the system and user continues till the user wins or the number of turns exceed a predefined number (let us say 10 turns).

[6 - Check] At each turn, the system displays the number of cows and bulls for the user’s guess.

[7 - **Check**] The system displays the ‘you have won’ message when the user guesses the

correct word. OR The system displays the ‘you have lost’ message when the number

of turns exceeds the pre-defined limit.

[8 - **Check**] The system keeps track of all the words presented to the user. So, a word played

before will not be selected by the system again.

[9 - **Check**] The system gracefully handles all the error-producing scenarios.

For example, the system pics a 4 letter word. But the user’s guess has 5 letters in it

Another example: There are no more words in the database.

[10 - **Check**] The system can provide a summary of how many words are there at each length

and how many words are won by the user so far.