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Project 5 Report

1. The main obstacle that I overcame was figuring out the how to begin the project. It took some time for me to understand how exactly the flowers and bees worked in terms of what would be counted as a bee and a flower. I practiced figuring out a few to test my knowledge and once I understood I was able to come up with a good of way to calculate them. I also ran into difficulty using c-strings since I had never used them before. Once I looked up all the functions and reviewed them, I was able to continue.

**main**

create array with all the words in the provided text file

ask user how many rounds they want to play

if number of rounds is less than 0,

end program

repeat for the number of rounds inputted:

choose random number to choose a mystery word for the game

write round number and length of mystery word

call playOneRound function and get the number of tries the user used to guess correctly

add number of tries to running total

if the current number of tries is less than the minimum number of tries,

new minimum number of tries becomes the current number of tries

if the current number of tries is greater than the maximum number of tries,

new maximum number of tries becomes the current number of tries

write average, minimum, and maximum

(playOneRound function on next page)

**playOneRound function**

exits out of function if parameters are not valid values

repeatedly asks user for trial words until the user guesses correctly:

gets a trial word from the user

if word is not lowercase or not between four and six letters:

writes an error message

if word is lowercase and between four and six letters:

if word is not in file:

writes an error message

if word is in file:

goes through every letter in mystery word:

if letters in the same location in mystery and trial are equal:

add a flower

remove values at that location from mystery and trial to

avoid recounting them

goes through every letter in mystery and trial word:

if any letters equal each other:

add a bee

remove values at corresponding location from mystery

and trial to avoid recounting them

if the user guessed trial word correctly

exit loop

write number of tries it took to guess correctly

if user guessed trial word incorrectly:

write number of flowers and bees