```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#define NUMWORDS 80368
#define MAXLENGTH 25
int main (int argc, char *argv[])
{
 //start vars
 char dictionary[NUMWORDS][MAXLENGTH];
 int i;
 int j;
 int n;
 char temp[MAXLENGTH];
 int player1=0;
 int player2=0;
 int player = strlen(argv[1]);
 int dictTemp;
 int dictCase = 0;
 int wordsFound = 0;
 //end vars
 //This section of the code reads the contents
 //of Dictionary1.txt into dictionary[][].
 freopen("./Dictionary1.txt", "r", stdin);
 for (i=0; i<NUMWORDS; i++) scanf("%s", &dictionary[i]);
 freopen("CON", "r", stdin);
 fflush(stdin);
 //End of file access section of the program.

 /*for(i =1; i<argc; i++){
  printf("Argument %d: %s\n", i, argv[i]);
 }*/

 printf("Finding words that will fall on\n");

 if (player % 2 != 0){ //chooses player 1 when odd
  printf("Player 1\n");
  player1 = 1;
  n=1;
 }
 else if (player %2 ==0){ //chooses player 2 when even
  printf("Player 2\n");
  player2 =1;
  n=2;
 }
```

```
 printf("POSSIBLE WORDS\n");
 printf("--------------------\n");
 for (i=0; i<NUMWORDS; i++) //search through all words in the dictionary
 {
  dictTemp = strlen(dictionary[i]); // look for dictionary odd/even
  //printf("dict temp = %d\n", dictTemp);
  if (dictTemp % 2 == 0){ //choose even
   //printf("DIVISBLE");
   dictCase = 1;
  }
  else if(dictTemp % 2 != 0){ //choose odd
   //printf("INDVISIBLE");
   dictCase = 0;
  }
  switch(n){ //sets up cases for odd or even
   case 1: //odd
    if ((dictCase == 0) && (player1 = 1)){ //if dict case and player 1 is selected
     strcpy(temp, dictionary[i]); //copy temp string
     //printf("ENTERED");
     //printf("temp: %s\n", temp);
     for(j = 0; j<player;j++){ //loops letters
      //printf("ENTERED");
      //printf("temp: %c \t iS: %c\n", temp[j], argv[1][j]);
      if(temp[j] == argv[1][j]){ //if the letter are equal
       //printf("ENTERED");
       //printf("temp: %c \t iS: %c\n", temp[j], argv[1][j]);
       if (j == (player-1)){ // and the length is the same
        //and the characters are not a suffix
        if((strchr(temp, 'e') && strchr(temp, 'd')) || (strchr(temp, 'l') && strchr(temp, 'y')) ||
(strchr(temp, 'i') && strchr(temp, 'e'))) {
          break;
        }
        else{ //print words and increment wordFound count
         printf("%s\n", temp);
         wordsFound++;
        }
       }
      }
      else{
       break; //if the letters are not equal break
      }
     } //end for loop
    } //end main if
    break; //end case
```

```
    case 2: //even
      if ((dictCase == 1) && (player2 = 1)){//if dict case and player 2 is selected
        strcpy(temp, dictionary[i]);//copy temp string
        //printf("ENTERED");
        //printf("temp: %s\n", temp);
        for(j = 0; j<player;j++){ //check letters
          //printf("ENTERED");
          //printf("temp: %c \t iS: %c\n", temp[j], argv[1][j]);
          if(temp[j] == argv[1][j]){ //if letters are the same
            //printf("ENTERED");
            //printf("temp: %c \t iS: %c\n", temp[j], argv[1][j]);
            if (j == (player-1)){ //and length is the same
              //and there are no suffixes
                printf("%s\n", temp);
                wordsFound++;
            } //end if
          } //end if
          else{
            break;
          }
        } //end for
      } //end main if
      break; //leave case
     default: //if neither odd or even
       return 1; //error
       break; //leave
   }
}
 printf("--------------------\n");
 printf("I found %d words to use.\nGoodbye!\n",wordsFound);
 return 0;
}
```