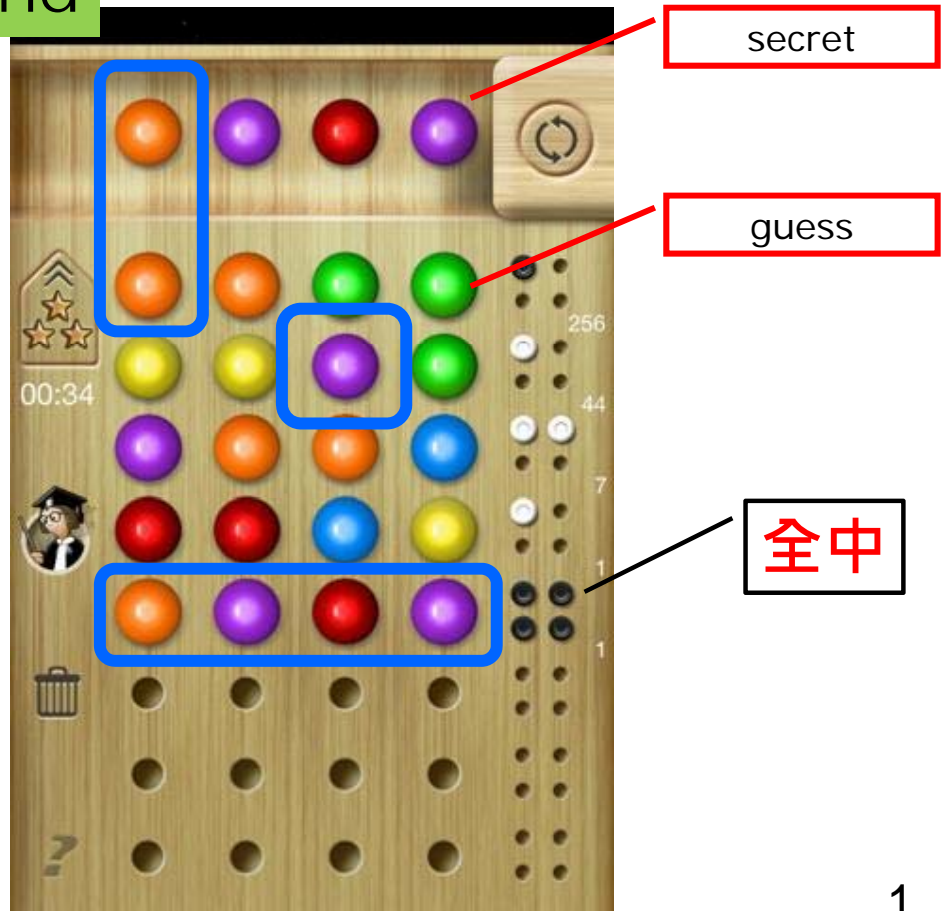


Master Mind



Master Mind

```
#include "console.c"
#define COLOR "RGYM"
char secret[5]=COLOR, guess[5]=COLOR;
int sctCount[4], usrCount[4], n=0;
```

```
Enter colors RGYM
Try 1: MMGG WWW
Try 2: GGMYY BBWW
Try 3: GGYM BBBB
GGYM
```

```
main(){
    srand(time(NULL));
    setrgb(8); clrscr();
    secret_code();
    do{
        n++;
        guessing(n);
        ok=checkColorPegs();
    }while(!ok && n<10);
    color_display(secret);
}
```

```
secret="GGYM"
guess="GGMYY" BBWW
```

```
gets(guess);
```

1. 產生隨機答案 secret
2. 使用者嘗試去猜 guess
3. 檢查答案及打分 bbww
4. 顯示正確答案 secret

Master Mind

```

void guessing(int n){ // 第n次嘗試
    int i; char c;
    printf("Try %i: ", ...);

    for(i=0;i<4;i++){
        c = getch(); // 輸入1字符

        switch(c){
            case 'R':
            case 'G':
            case 'Y':
            case 'M':
            ... ..
            printf("%c",c);
            setrgb(0);
        }
        printf("\t");
    }
}

```

```
gets(guess);
```

```

switch(c){
    case 'R':
    case 'G':
    case 'Y':
    case 'M':
}

```

```

setrgb(1); count[?]++; break;
setrgb(2); count[?]++; break;
setrgb(3); count[?]++; break;
setrgb(5); count[?]++; break;

```

```

???
sctCount[4]
usrCount[4]

```

```

void secret_code(){
    n=rand()...
}

```

secret = "GGYM"

sctCount[4]

R	G	Y	M
0	2	1	1

```

int checkColorPegs(){
    int bb,ww;

    B: 顏色+位置 (bb=1)
    w: 顏色 (ww=2)
}

```

guess = "MGMY"

BWW

usrCount[4]

R	G	Y	M
0	1	1	2

```

void color_display(char s[]){
    int i;
    for(i=0; ...
}

```

```

void guessing(int n){
    // gets(guess);
}

```

```

main(){
    color_display(secret);
}

```