

# Northern Michigan University (Marquette Co, MI)

## CS 498-50-23W: Practical Kotlin Programming

### Program 2

#### Wordle

Create a folder called “PG2” in the top level of your CS498-50-23W folder. Place all files pertaining to this assignment into the top level of your PG2 folder. Place a (possibly empty) file called “DONE” into this folder when you are ready to have your programs graded. You will have to copy the whole Android program folder into your PG2 folder, and it will be huge. (This is a downside of Android programming.)

Write the following program in XML and Kotlin for Android. Do not use any drag-and-drop graphical objects in your code. Write this program using only text (XML and Kotlin):

Your program should choose a valid Wordle answer from the official list (this will be provided).

The user will make a guess. It is a valid guess if the word appears in the valid guess list (this will also be provided). You will grade the guess. If it is invalid, you should say so. Otherwise, correct letters in the correct place will be displayed as uppercase. Correct letters in an incorrect place will be displayed as lowercase. Incorrect letters will be displayed as an underscore.

Guess: WORLD

\_\_\_l\_

Guess: LIGHT

L\_\_\_T.

Guess: LXYZT

Invalid guess.

Guess: LEAST

L E A S T. 3 guesses.

Notice that when the player gets it right, your program should print the number of guesses, not counting invalid guesses.