

MSTRMND1 for the TI-73 & 83

This program simulates the popular Master Mind board game. It is a game that challenges one's skills of logical reasoning. The goal of the game is simply to guess the 4-digit number that the calculator has randomly chosen in as few guesses as possible. The number may only be constructed from the digits 1 through 6. After one inputs a guess, the calculator will respond with how many of the digits are in the number and in the right position (R) and how many of the digits are in the number but in the wrong (W) position. The feedback gives no indication of what numbers are correct, or what positions are correct. The chart below gives several samples of such feedback:

Number to Guess	Guess	R (Right Position); Rationale	W (Wrong Position); Rationale
4256	1554	1 ; 5 is correctly guessed in the third position	1 ; 4 is in the number but not in the first position
2446	3464	1 ; the first 4 is correctly guessed in the second position	2 ; 6 is in the number but not in the fourth position; also there is another 4 in the number, but not in the third position
5633	5635	3 ; the 5, 6 & 3 are correctly guessed in the first three positions	0 ; the number only has one 5 in it so the second 5 in the guess must be ignored

The calculator program begins by asking for what Game Number one wishes to play. One can enter any number in any format here. Then the player inputs his first guess and presses β to get the feedback.

```

GAME NUMBER 25
  
```

```

INPUT GUESS
?1336
  
```

```

R
W
{1 3 3 6}
RECORD RESULTS
AND PRESS ENTER
  
```

Once feedback is given, it is highly recommend that both the guess and the results are recorded on paper in a chart.

Guess	R	W

Once the number is guessed, the calculator will report the number of guesses attempted. One can review the game by examining the List Editor. L1 lists the guesses; L2 is the R column while L3 is the W column.

```

R
W
{4 3 4 5}
YOU GOT IT!
PRESS ENTER
  
```

```

ATTEMPTS
PRESS ENTER
THEN LIST
TO REVIEW
THE GAME
  
```

L1	L2	L3	1
1336	1	0	
3333	1	0	
2326	1	0	
4245	4	0	

L1(5) =			