Programming Languages

G22.2110-001

Program # 2: Mastermind in ML

Due date: July 29th

For this assignment, you will write a standard ML program that plays the game of Mastermind. The algorithm that you should implement is the same as given in Program #1.

Your program should compile and run under a recent version of either `sml` or `mlton`. Both should be available on the Linux lab machines.

Just as in the Scheme variant, your program should not use any imperative features of ML. In Scheme, this meant `set!` and its variants. In ML, this means you should not use `ref`.

Part of your grade will depend on program style, including proper indentation, comments, design, etc. Submission details will be posted on the class mailing list.

References

- http://en.wikipedia.org/wiki/Mastermind_(board_game)