

CS 4973 - Parallel Programming I

Programming Assignment #3 - 2015.11.03

Goal: To add some minor tweaks to the ‘guess my number’ game from HW 2.

Details:

(a) The master node will generate a random number between 1 and N (where N is a run-time argument), and will announce that he has chosen his number.

(b) Each client node will, in sequence, try to guess the number. Furthermore, each node will implement their own unique strategy in an attempt to guess the number. They will send their “improved” guess to the master node.

(c) If the number is not a match, the response from the master node to the client node will be ‘too high’, or ‘too low’.

(d) Each node is allowed to adjust its range to choose their next number from based on the master node’s comment of ‘too high’ or ‘too low’. *No communication between client nodes is allowed!*

(e) The process is repeated until a client node correctly guesses the number.

(f) At this point, the master node will announce that the number has been found by the specific client, and no more guesses are needed.

(g) The total number of guesses per node should be kept track of, as well as the total overall number of guesses.