

# C++ PROGRAMMING

## (335)

### REGIONAL – 2018

#### Production Portion:

Program 1: Pass Phrase Generator \_\_\_\_\_ (340 points)

***TOTAL POINTS*** \_\_\_\_\_ ***(340 points)***

**Failure to adhere to any of the following rules will result in disqualification:**

- 1. Contestant must hand in this test booklet and all printouts. Failure to do so will result in disqualification.**
- 2. No equipment, supplies, or materials other than those specified for this event are allowed in the testing area. No previous BPA tests and/or sample tests or facsimile (handwritten, photocopied, or keyed) are allowed in the testing area.**
- 3. Electronic devices will be monitored according to ACT standards.**

No more than ten (10) minutes orientation  
No more than ninety (90) minutes testing time  
No more than ten (10) minutes wrap-up

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## Generating Pass Phrases

One of the main issues with standard password generation techniques is that they can prove too difficult to remember. This can force the user to store passwords using management tools that can easily be lost or forgotten, or found by others (i.e. an app or on paper).

If words are added to a string randomly, they can produce memorable yet complex passwords that are difficult to crack. For example, “InvisibleCrown” is easy to remember, but will still take some time for a brute-force cracking approach to find.

### Requirements:

1. You must create a C++ console application named `CPP_335_ContestantNumber`, where `ContestantNumber` is your BPA assigned contestant number (including dashes). For example, `CPP_335_01_2345_6789`.
2. Your contestant number must appear as a comment at the top of the main source code file.
3. A function, named “`getWordsFromLibrary`” must be used to obtain the list of words from the library, which must also display an error and close the application if there is an error loading the library. The library is 20 words and is stored in “`lib.txt`”, but the function should be able to load a library of any reasonable number of words. Expect that the format will always be one word per line.
4. The `getWordsFromLibrary` function must populate a data structure (i.e. array or vector) of your choice. This data structure will be used throughout the rest of the program, but it cannot be set as a global variable.
5. The program must prompt the user to enter a positive integer that indicates the number of words to be generated to populate a pass phrase.
6. Each word in the generated pass phrase must be unique, i.e. “`InvisibleInvisible`” is unacceptable.
7. If the user inputs a number of words greater than the number of words, the unique word restriction is ignored, i.e. “`InvisibleInvisible`” is acceptable.

The output of the program must look similar to the following.

### Sample Output:

Please enter the number of words in the phrase: 2  
The result phrase: CrownBlunder

You will have ninety (90) minutes to complete your work.

Your name and/or school name should *not* appear on any work you submit for grading.

Save a copy your entire solution/project to the flash drive provided. You must submit your entire solution/project so that the graders may open your project to review the source code and/or build and execute your solution/project. **Submissions that do *not* contain source code will *not* be graded.**

### Development Standards

- Standard name prefixes must be utilized for variables.
- All subroutines, functions, and methods must be documented with comments explaining the purpose of the method, the input parameters (if any), and the output (if any).

Your application will be graded on the following criteria:

**Solution and Project**

The project is present on the flash drive \_\_\_\_\_ 10 points  
The project is named according to the naming conventions \_\_\_\_\_ 10 points

**Program Execution**

Code copied to flash drive and program runs from flash drive \_\_\_\_\_ 20 points

*If the program does not execute, then the remaining items in this section receive a score of zero.*

The program rejects negative numbers on word count input \_\_\_\_\_ 25 points  
The program runs and produces random pass phrases \_\_\_\_\_ 20 points  
The program runs and produces valid output for unique phrase \_\_\_\_\_ 25 points  
The program runs and produces valid output for phrase with too many words \_\_\_\_\_ 25 points  
The program runs and display error message library load fails \_\_\_\_\_ 25 points  
The output matches the sample output in format and alignment \_\_\_\_\_ 50 points

**Source Code Review**

Code is commented at the top, for each function, and as needed \_\_\_\_\_ 15 points  
Code uses reasonable and consistent variable naming conventions \_\_\_\_\_ 15 points  
A data structure is used to store all the words in the library \_\_\_\_\_ 25 points  
A function is used to populate the data structure of strings that is  
named `getWordsFromLibrary` \_\_\_\_\_ 50 points  
The loading function can accept a library file of any number of words \_\_\_\_\_ 25 points

**Total Points: 340 points**