This program allows you to a game called *master mind*. In the program you have to do the following:

1. Define (input)
   (a) the number of integers \( N \) to play with. For example, input 5 means you like to play with 5 numbers which is 1 to 5 and
   (b) number of guesses \( G \) and input these \( G \) integers, For example, if \( G = 4 \), you can input 1 2 3 4.
   (c) both \( N \) and \( G \) are from argument list.

2. Write a loop to let user to input his guesses. If both the position and number are correct, it generates an H and if only the number is correct, it generates an X. For example,
   1 2 3 4
   1 3 5 1 \( \rightarrow \) 1 H and 1 X

3. User input his guesses until his guesses are correct and the program terminates.