



H_ngman Gam_

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Introduction

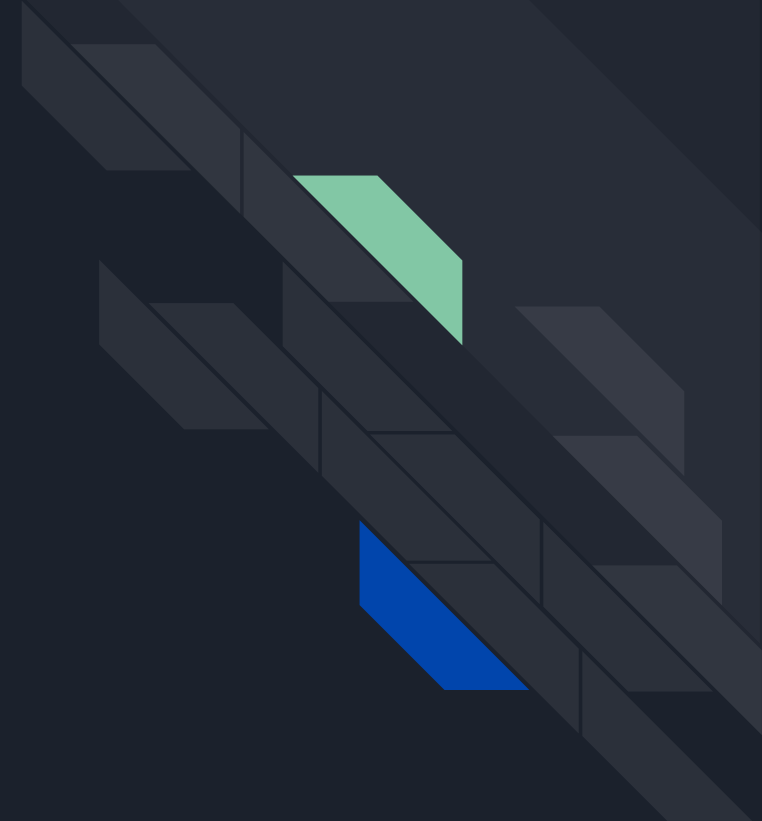
Understanding the problem

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Introduction

- Hangman is a quick and easy game for at least two people that requires nothing more than paper, a pencil, and the ability to spell.
- One player, the "host," makes up a secret word, while the other player tries to guess the word by asking what letters it contains.
- However, every wrong guess brings them one step closer to losing.



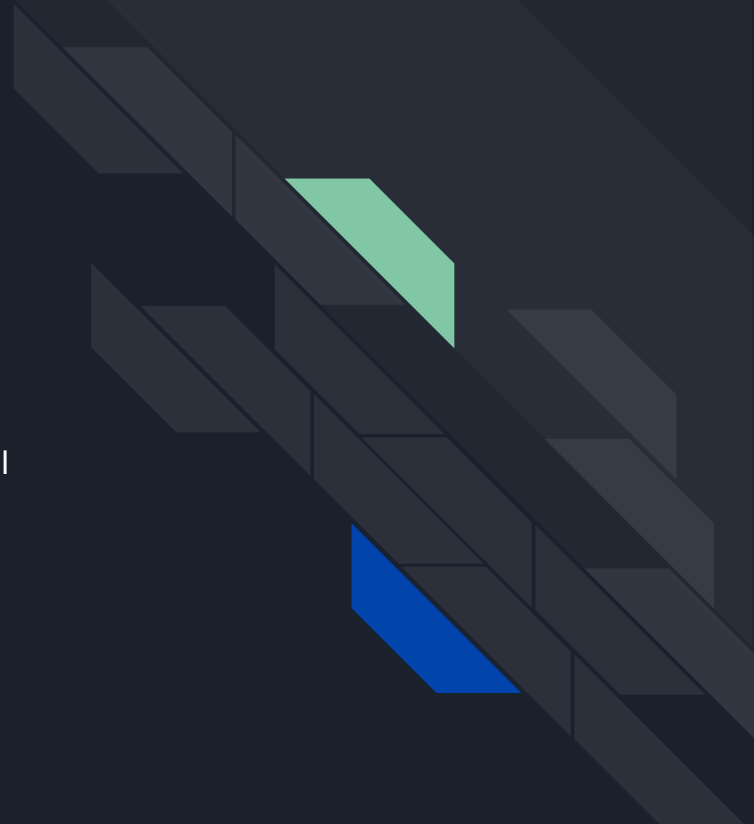


Understanding the problem

- 01 A major problem in education is lack of motivation. Gaining students' motivation is one of the tasks that one has to do for the students to have the willingness to learn, but to create a highly motivating environment in the classroom is not easy.
- 02 English is an international language. And in this global era, it is necessary for people to be able to speak English. But every student has different motivation to learn, and it is an important task to create a motivational environment in the learning process
- 03 Because English is not our mother tongue, so students will have some difficulties in learning English. And sometimes, the students have low motivation to learn the other language.

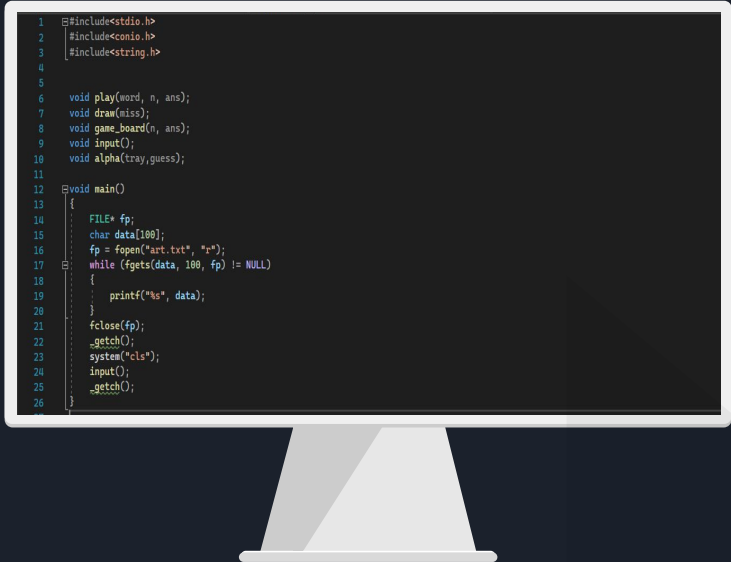
Project objective

- By playing the Hangman game, students will think about the letter which is in the word.
- Hangman game also can be one way to help students practice their confidence to express their thoughts.
- It means that by using Hangman Game, students can practice the alphabet and vocabulary which is really important for their English skill and it can also create a fun atmosphere in teaching learning activities.
- Hence the aim of this project is to engage the students and teach them the language in a more interactive way so that it is playful and educational at the same time.



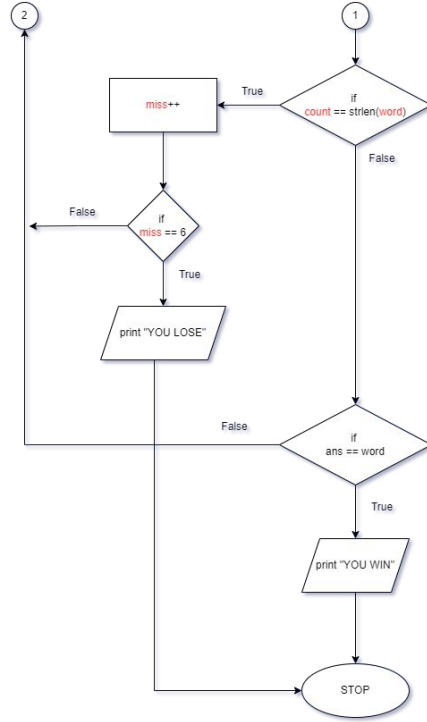
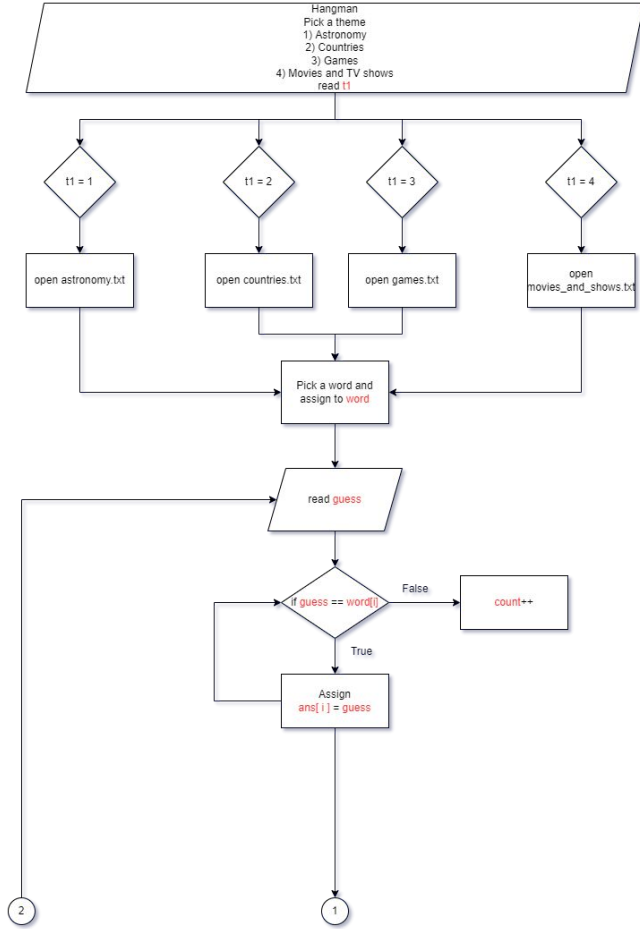


Methodology



```
1 #include<stdio.h>
2 #include<conio.h>
3 #include<string.h>
4
5
6 void play(word, n, ans);
7 void draw(miss);
8 void game_board(n, ans);
9 void input();
10 void alpha(tray, guess);
11
12 void main()
13 {
14     FILE* fp;
15     char data[100];
16     fp = fopen("art.txt", "r");
17     while (fgets(data, 100, fp) != NULL)
18     {
19         printf("%s", data);
20     }
21     fclose(fp);
22     _getch();
23     system("cls");
24     input();
25     _getch();
26 }
```

FLOWCHART



Step 1: START

Step 3: Pick a random word from the file of theme chosen

Step 5: Initiate another array of the same length as word, but each character is an “_”.

Step 7: Prompt the user to guess a letter ‘a’ through ‘z’.

Step 9: If the guess entered is right, count++. If guess is wrong, miss++.

Step 11: If count ==strlen(word), you Win. If miss==6, you Lose.

Step 2: Prompt user to enter a theme of choice

Step 4: ASSIGN the word to WORD

Step 6: Initialize variable “miss” = 0

Step 8: For each iteration, test whether the character entered by the player matches the letter of the number of the current iteration.

Step 10: REPEAT step 5 to 8 until miss<6 and count !=strlen(word)

Step 12: STOP

Results





Conclusion

Concepts put to use -

1. Files
2. String Comparison
3. Functions
4. Looping and Decision Making
5. Flowchart
6. Algorithm





Thank you!