//hangman game

Input:

#include <stdio.h>

#include <string.h>

void printHangman(int chances) {

switch(chances) {

case 2:

printf("\n O \n");

break;

case 1:

printf("\n O \n | \n");

break;

case 0:

printf("\n O \n/|\\\n/ \\ \n");

break;

default:

break;

}

}

int main() {

char word[] = "program"; // Word to guess

int wordLength = strlen(word);

char guessedWord[wordLength];

int chances = 3; // Number of chances

int correctGuess = 0;

int wrongGuess = 0;

char guess;

// Initialize guessedWord with underscores

for (int i = 0; i < wordLength; i++) {

guessedWord[i] = '\_';

}

printf("Welcome to Hangman Game!\n");

printf("You have %d chances to guess the word.\n", chances);

// Main game loop

while (chances > 0 && correctGuess < wordLength) {

printf("\nWord: ");

for (int i = 0; i < wordLength; i++) {

printf("%c ", guessedWord[i]);

}

printf("\nGuess a letter: ");

scanf(" %c", &guess); // Taking user input

int found = 0;

// Check if the guess is correct

for (int i = 0; i < wordLength; i++) {

if (word[i] == guess) {

guessedWord[i] = guess;

correctGuess++;

found = 1;

}

}

if (!found) {

chances--;

wrongGuess++;

printf("\nWrong guess! You have %d chances left.\n", chances);

printHangman(chances);

} else {

printf("\nGood job! Keep going.\n");

}

if (correctGuess == wordLength) {

printf("\nCongratulations! You've guessed the word: %s\n", word);

break;

}

}

if (chances == 0) {

printf("\nGame Over! You've been hanged! The word was: %s\n", word);

}

return 0;

}