OUTPUT ANALYSIS

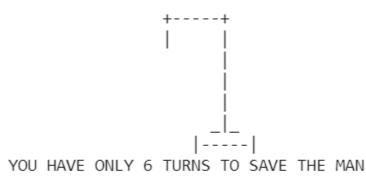
(SCREENSHOTS)

- ➤ When we guess the secret word correctly within 6 turns.
- 1. A welcome message is shown asking your name.

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*****WELCOME TO HANGMAN GAME!!!*****
WHAT IS YOUR NAME??
Ajoe
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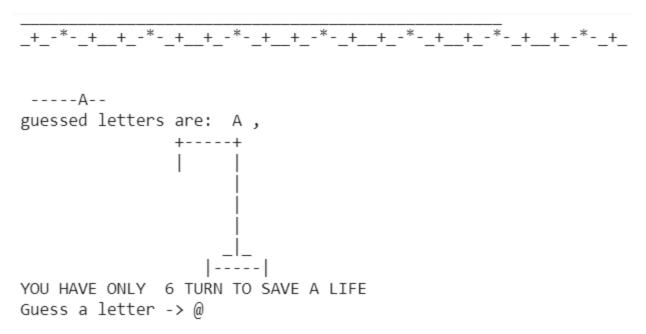
2. The first first of hangman would be shown with the total number of turns left and the blanks to be filled(secret word randomly chosen by the computer). And gets input from user "A"

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*****WELCOME TO HANGMAN GAME!!!****
WHAT IS YOUR NAME??
AJOE
Good Luck ! AJOE
## SAVE THE MAN ##
```



Guess a letter -> A

3. "A" is a letter in the secret word. So the user is shown the blanks still needed to be filled and replaced by "A", all the guessed letters till now, as you guessed correctly the turns will remain 6 only and then it asks the guess from the user.



4. Now as you guessed "@" which is not a alphabet so it returns a message "only pick letters" and asks the guess again.



Only Pick Letters Guess a letter -> E

5. Now you guessed "E", which is a correct letter of the secret word. So, the remaining blanks and the replaced letters would be shown to the player, guessed letters till now, the hanger, remaining turns are 6 and asks for the guess again.

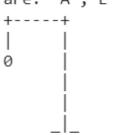
+*-_+_+_*-*-_+_+_*-*-+_+_*-*-+_+_*-*-+_+_+-*-+_+_*-*-

YOU HAVE ONLY 6 TURN TO SAVE A LIFE Guess a letter -> Z

6. Now you guessed "Z" which is wrong. So, the blanks remain same, in guessed letters "Z" is added, second figure of hanger is displayed, turns is reduced to 5 and a guess is asked from the user.

E-E--A--

guessed letters are: A , E , Z ,



YOU HAVE ONLY 5 TURN TO SAVE A LIFE Guess a letter -> A

7. As we guessed "A" the message is shown "A has already been chosen, try again" and asks the guess again.

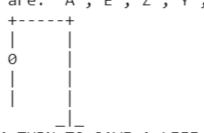


A Has Already Been Chosen, Try Again Guess a letter -> Y

8. Now you guessed "Y" which is wrong. So, the blanks remain same, in guessed letters "Z" is added, third figure of hanger is displayed, turns is reduced to 4 and a guess is asked from the user.



E-E--A-guessed letters are: A , E , Z , Y ,



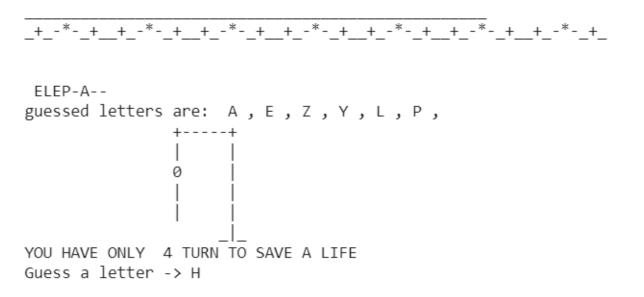
YOU HAVE ONLY 4 TURN TO SAVE A LIFE Guess a letter -> ASD

9. As we guessed "ASD". So, the message is shown "Pick a Letter at a time". And asks guess from the user.

Pick One Letter At A Time Guess a letter -> L

10. We guessed "L", So the status of blanks is shown with a "L" inserted, guessed letters is added by "L", hanger figure, number of turns 4 and asks for the guess again.

11.We guessed "P", So the status of blanks is shown with a "P" inserted, guessed letters is added by "P", hanger figure, number of turns 4 and asks for the guess again.11

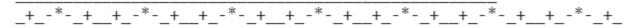


12. We guessed "H", So the status of blanks is shown with a "H" inserted, guessed letters is added by "H", hanger figure, number of turns 4 and asks for the guess again.12



YOU HAVE ONLY 4 TURN TO SAVE A LIFE Guess a letter -> N

13.We guessed "N", So the status of blanks is shown with a "N" inserted, guessed letters is added by "N", hanger figure, number of turns 4 and asks for the guess again.



ELEPHAN-

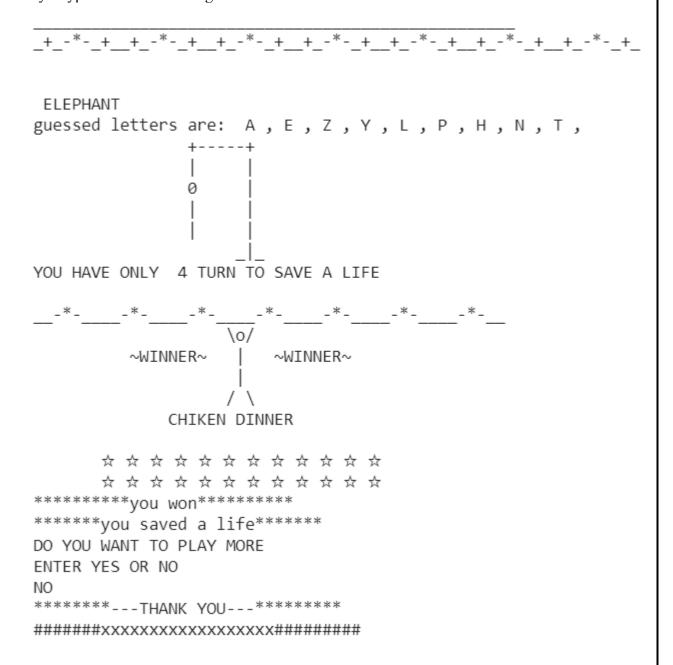
guessed letters are: A , E , Z , Y , L , P , H , N ,



YOU HAVE ONLY 4 TURN TO SAVE A LIFE Guess a letter -> T

14. We guessed "T" the word gets completed, the guessed letter is added by "T", hanger figure is shown, no. of turns is shown and the last hanger figure is shown telling "you won".

Then it asks the player that he/ she wants to play more or not. Player types NO and a message is shown "Thank You".



- **▶** When we are unable to guess the secret word within 6 turns.
- 1. A welcome message is shown asking your name.

```
*****WELCOME TO HANGMAN GAME!!!****
WHAT IS YOUR NAME??
Ajoe
```

2. The first hanger figure is shown, no. of turns left 6, the blanks needed to be filed 3 and asks for the guess from the user

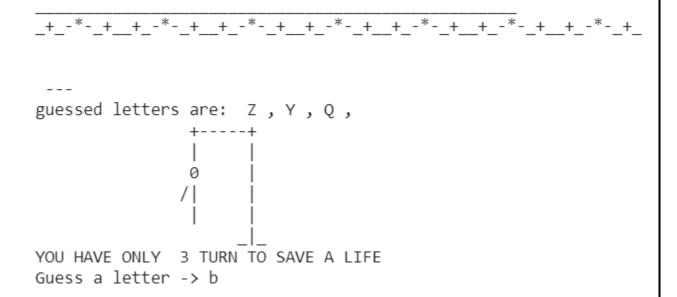
3. We guessed the wrong word "Z". So the blanks remain same, the guessed letters is added by "Z" hanger second figure is shown, now the turns left is 5 and asks for the guess from the user.



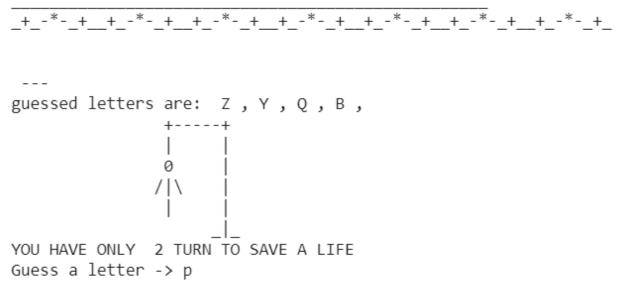
4. We guessed the wrong word "Y". So the blanks remain same, the guessed letters is added by "Y" hanger third figure is shown, now the turns left is 4 and asks for the guess from the user.



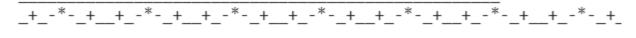
5. We guessed the wrong word "Q". So the blanks remain same, the guessed letters is added by "Q" hanger fourth figure is shown, now the turns left is 3 and asks for the guess from the user.



6. We guessed the wrong word "B". So the blanks remain same, the guessed letters is added by "B" hanger fifth figure is shown, now the turns left is 2 and asks for the guess from the user.

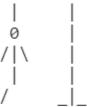


7. We guessed the wrong word "P". So the blanks remain same, the guessed letters is added by "P" hanger sixth figure is shown, now the turns left is 1 and asks for the guess from the user.



_ _ _

guessed letters are: Z , Y , Q , B , P ,



YOU HAVE ONLY 1 TURN TO SAVE A LIFE Guess a letter -> t

8. We guessed the wrong word "T". So the blanks remain same, the guessed letters is added by "T" hanger seventh figure is shown, now the turns left is 0. So, the man dies and "You loose", It also displays the right word in this case it is "FOX".

Finally asks user that he or she want to play more or not, types NO and a message is displayed "THANK YOU".

