

User Guide

Operating system: windows 10

Description of the program: Hangman:

The program is a guessing game.

Only the user can choose the level of the difficulty that depends on the number of letters in the word to guess and the allowed number of misses.

At first the program will print dashes on the screen and with every right guess the letter will be printed instead of the dash in its right position. If the letter occurs more than once in the word, then all dashes covering this letter will be unveiled. If the suggested letter does not occur in the word, it counts as a miss.

If the user enters a letter that he has already guessed, he will be notified and it will not be counted as a mistake.

The user loses if the number of the wrongly guessed letters surpassed the allowed number of misses.

In each try, the word must be selected randomly from the file that is attached to the problem and should satisfy the level of difficulty chosen by the user.

```
Welcome to the guessing game : Hangman
First, please enter the word's length (Min:2 , Max:15) and the allowed number of misses
Word's length :
```

```
Welcome to the guessing game : Hangman
First, please enter the word's length (Min:2 , Max:15) and the allowed number of misses
Word's length : b
Error, re-enter the word's length, it should be a number between 2 and 15.
Word's length :
```

The program will start by asking the user to enter the word's length that is between 2 and 15. If the user enters a number that is not between these two numbers or enters a character instead he will be notified to re-enter the word's length.

```
Welcome to the guessing game : Hangman
First, please enter the word's length (Min:2 , Max:15) and the allowed number of misses
Word's length : 5
Allowed number of misses :
```

```
Welcome to the guessing game : Hangman
First, please enter the word's length (Min:2 , Max:15) and the allowed number of misses
Word's length : 5
Allowed number of misses : h
Error, re-enter the allowed number of misses, it should be a number higher than 0.
Allowed number of misses :
```

```
Welcome to the guessing game : Hangman
First, please enter the word's length (Min:2 , Max:15) and the allowed number of misses
Word's length : 5
Allowed number of misses : 5
```

```
current word: ----
Enter the letter:
```

```
Welcome to the guessing game : Hangman
First, please enter the word's length (Min:2 , Max:15) and the allowed number of misses
Word's length : 5
Allowed number of misses : 5

current word: ----

Enter the letter: 5
Error. enter a letter

Enter the letter:
```

```
Welcome to the guessing game : Hangman
First, please enter the word's length (Min:2 , Max:15) and the allowed number of misses
Word's length : 5
Allowed number of misses : 5

current word: ----

Enter the letter: a

You guessed correctly !
current word: -a---

Enter the letter:
```

```
Welcome to the guessing game : Hangman
First, please enter the word's length (Min:2 , Max:15) and the allowed number of misses
Word's length : 5
Allowed number of misses : 5

current word: ----

Enter the letter: b

Wrong letter ! You have 4 tries left

current word: ----
```

If the user entered the right number, then he will be asked to enter the allowed number of misses.

If the user entered a negative number or a character instead, he will be notified to re-enter the allowed number of misses.

After successfully entering the length and the allowed number of misses, the user will be asked to guess a letter. If the user entered anything else than a character he will be notified to re-enter a letter.

After entering the letter, he will be notified whether his guess is right or not. After that, he will be asked to guess other letters until he guesses the word, or he is out of tries.

```
Enter the letter: l
Wrong letter ! You have 0 tries left
Unfortunately, you lost.
The word is: basis
If you wish to play again press (1) if you want to quit press (0)
```

At the end of the game, whether the user lost or won he will be asked if he wants to continue playing or not. If he wants to continue, he presses 1 otherwise he presses 0.