



# SRM

**INSTITUTE OF SCIENCE & TECHNOLOGY**

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**PROJECT NAME:** HANGMAN  
**NAME:** M.V.ANEESH  
**REG NO:** RA2111002010001  
**DEPARTMENT :** MECHANICAL  
**SUBMITTED TO :** DR. R. RAJKUMAR

### **ABSTRACT:**

Hangman Game in C is a simple C program which has been designed to demonstrate different application formats and syntaxes of C programming language. The game is very simple to play and the coding has been done such as way that the applicatoin is an interesting and entertaining game. In the game, there is not any use of graphics, user defined function and user defined header file.

The source code of Hangman Game in C is quite short and user friendly. The attached comments with the different lines of the code have further simplified the source code.

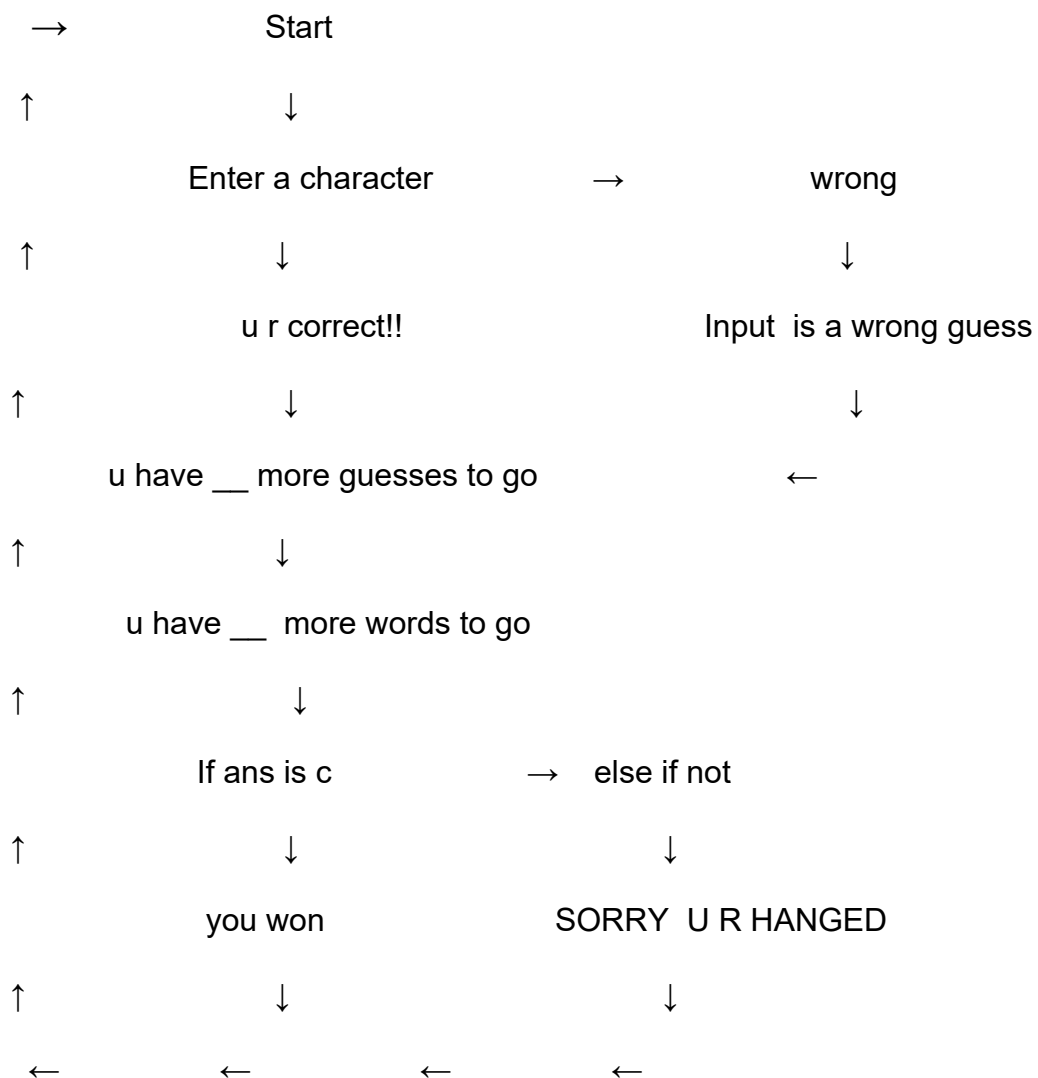
The most frequently used control statements in this Hangman Game are **if()** and **if()..else** sentences as well as iterative statements such as **for() loop**. The main purpose of the project is to illustrate use of control structures.

### **Features:**

- The source code of the game is easy, short, understandable and user friendly.
- When you start the game, the game asks you to guess a character.
- The Hangman Game in C gives 6 chances to guess.
- If you are able to match the character in 6 guesses, you will be the winner.
- If you are not able to guess the correct letter, the hangman will be drawn.
- For each wrong guess, one part of the HANGMAN will be drawn.
- The HANGMAN have six parts: 2legs,2hands,torso,head
- So the player have a total of 6 chances to guess the correct letters in the word in the blanks that are given to fill.
- If you fail to match the character in 6 guesses, you will lose the game and hanged by Hangman Game in C.

You can use this Hangman Game in C as your chapter project of control structure and it can also be used to learn use of different control structures and simple input and output statements etc.

## FLOW CHART:



## PROGRAM:

```
#include<stdio.h>
```

```
#include<conio.h>
```

```
#include<string.h>
```

```
void main()
```

```
{
```

```
int i,j,c,count=0,ans=0,flag=0,*ptr;
```

```
char a[1][6]={"dogodo"};
```

```
char b[10],alpha;
```

```
char d='_';
```

```
c=strlen(&a[0][0]);
```

```
//printf("\n\t\t*****\n\n\t\t\t");
```

```
printf("\n\n\t\t\t ** HANGMAN ** \n");
```

```
printf("\n\t\t\t*****\t\t\t");
```

```
printf("\n\t\t\t.....\n\n\t\t\t ");
```

```
for(j=0;j<c;j++)
```

```
{ printf("%c ",d);
```

```
b[j]=d;}
```

```
//printf("\n\n\t\t*****");
```

```
printf("\n\n\t\t\t.....\t\t\t");
```

```
printf("\n\n\t\t\t*****");
```

```
while (count<6)//||(ans<c))
```

```

{
flag=0;

printf("\n\n\n\n\n\n\t enter a char");

    alpha=getch();

//    printf("%c",alpha);

    for(i=0;i<c;i++)
    {

        if (alpha==a[0][i])

        {    b[i]=a[0][i];

            flag=1;

            ans++; }

    }

```

```

printf("\n\n\t\t\t ** HANGMAN ** \n");

printf("\n\t\t\t*****\t\t\t");

printf("\n\t\t\t.....\n\n\t\t\t ");

for(i=0;i<c;i++)

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

printf("\n\n\t\t\t.....\t\t\t");

printf("\n\n\t\t\t*****");

```

```

        if(flag==0)

        {count++;

        printf("\n\n\n\n\t\t%c is a wrong guess",alpha);

        printf("\n\n\t\t (u have %d more guesses)",6-count);}


        else{

        printf("\n\n\t\t u r correct!!");

        printf("\n\t\t( u have %d more words to go)",c-ans);}

        //    printf("\n ans=%d",ans);

        //    printf("\n count=%d",count);

        if(ans==c) break;

    }

    if(ans==c) printf("\n\n\n\t you won");

    else printf("\n\n\n\t\t u lose.\n\n\t\t **SORRY U R HANGED**");

    getch();}

```

## RESULTS:

**\*\* HANGMAN \*\***

\*\*\*\*\*

.....

-----

.....

\*\*\*\*\*

enter a char

\*\* HANGMAN \*\*

\*\*\*\*\*

.....

-----

.....

\*\*\*\*\*

❖ is a wrong guess

(u have 5 more guesses)

enter a char

**\*\* HANGMAN \*\***

\*\*\*\*\*

.....

— — — — —

.....

\*\*\*\*\*

❖ is a wrong guess

(u have 4 more guesses)



enter a char

**\*\* HANGMAN \*\***

\*\*\*\*\*

.....

-----

.....

\*\*\*\*\*

❖ is a wrong guess

(u have 3 more guesses)

enter a char

**\*\* HANGMAN \*\***

\*\*\*\*\*

.....

-----

.....

\*\*\*\*\*

❖ is a wrong guess

(u have 2 more guesses)

enter a char

**\*\* HANGMAN \*\***

\*\*\*\*\*

.....

-----

.....

\*\*\*\*\*

❖ is a wrong guess

(u have 1 more guesses)

enter a char

**\*\* HANGMAN \*\***

\*\*\*\*\*

.....

— — — — —

.....

\*\*\*\*\*

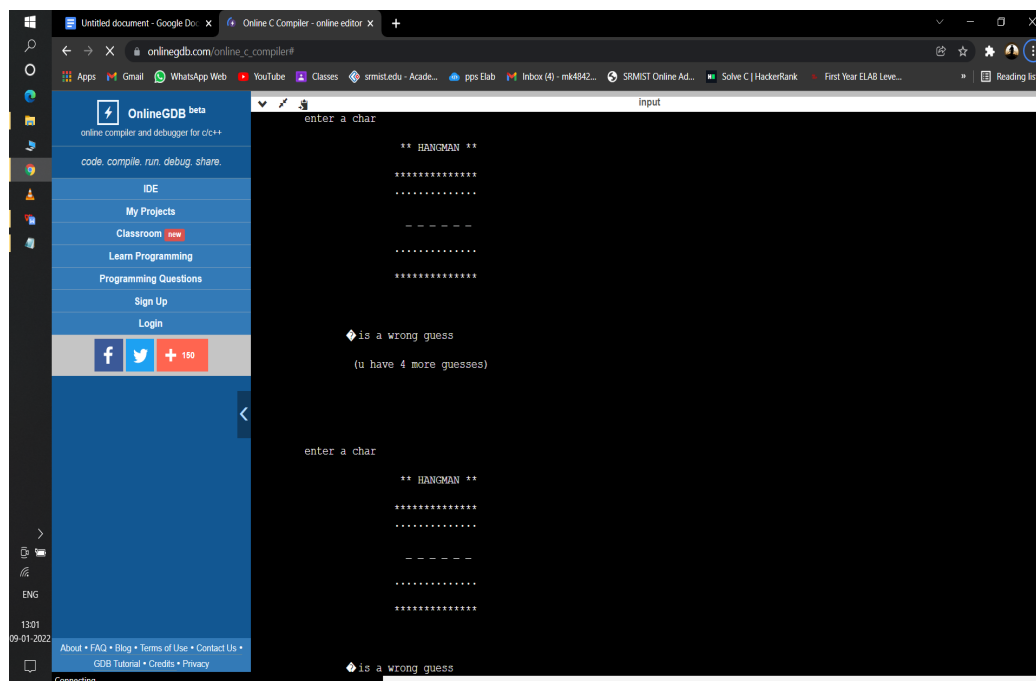
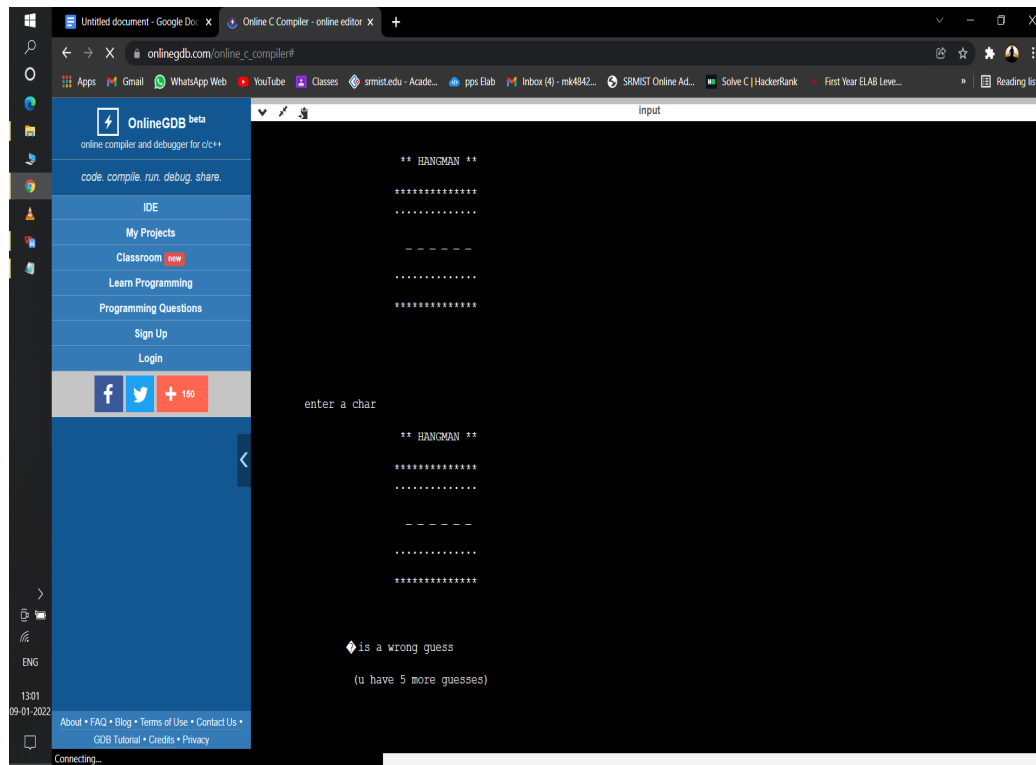
❖ is a wrong guess

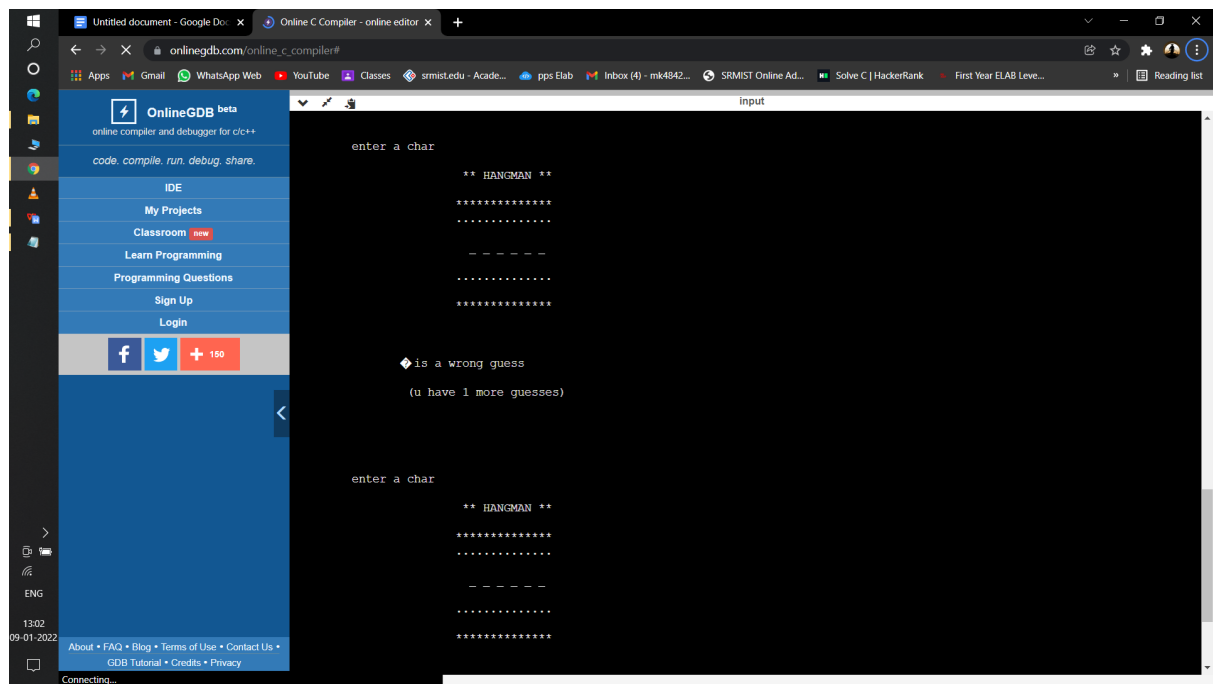
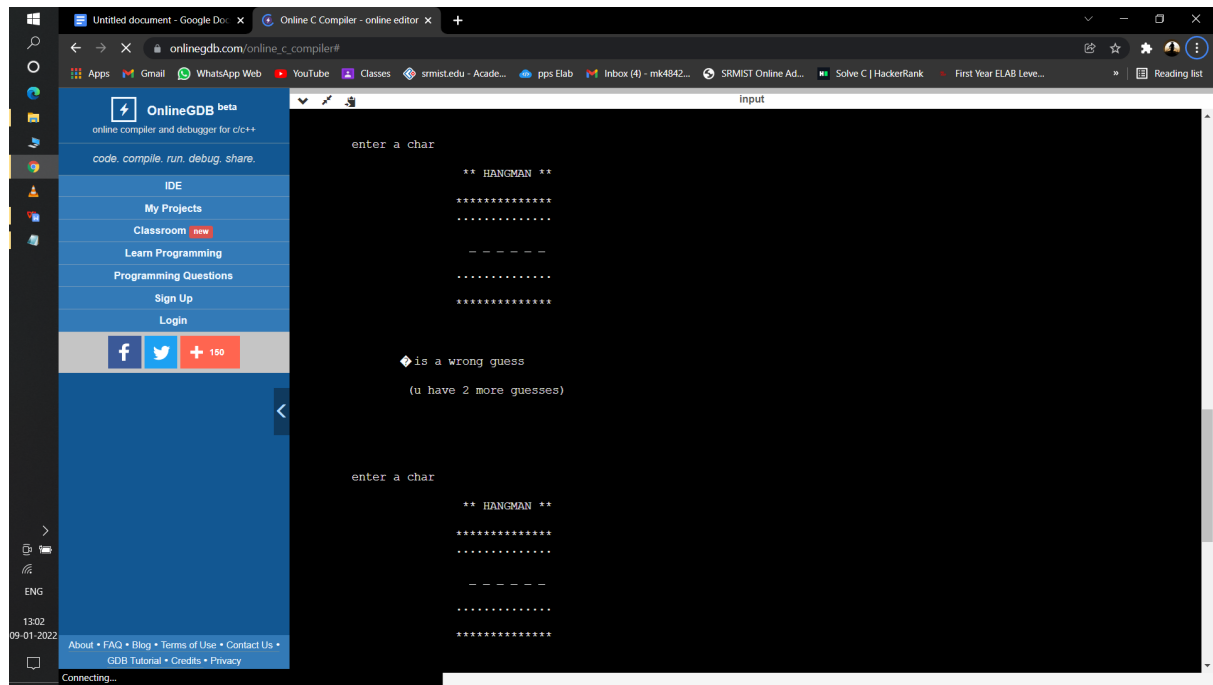
(u have 0 more guesses)

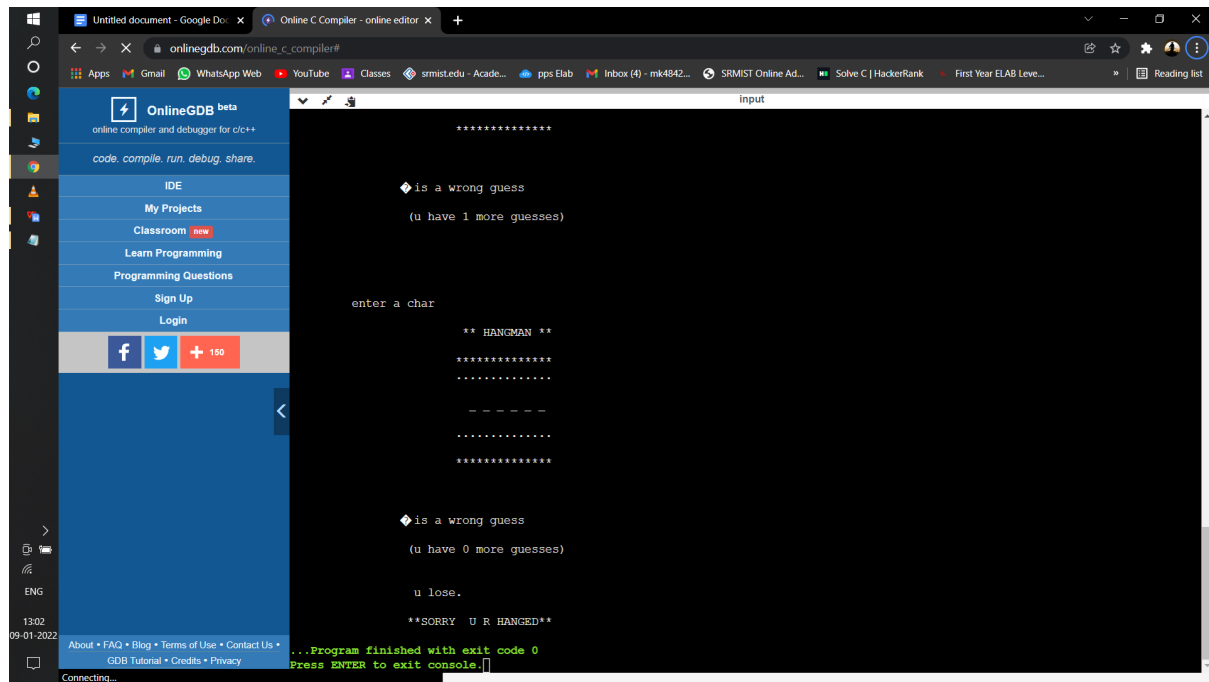
u lose.

\*\*SORRY U R HANGED\*\*

**SCREENSHOTS:**







## DECLARATION:

I thank my Sir “**R.RAJKUMAR**” for helping me regarding my doubts patiently.

I thank CodewithC website for providing me the required info regarding the project.

## REFERENCES:

<https://www.codewithc.com/c-projects-with-source-code/>