CSCI 487 final project paper

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Evil Hangman

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The final project I made is an evil hangman game, it play like a normal hangman but normally it will not let you win cause the result in the backstage is keep changing while user input their letters.

What it does is the program use map to store the value from the dictionary.txt, key is the value of the word length; when user enter an int, program will use it as a key and the entire game will be base on that set of string.

Every time user input a char, the target set will get trim. What it does is create another list of set base on the user input and search for the largest set, and it also use an iterator to unmark the word maybe right. When user input another char, the whole process start again.

Overall, this program use string array, map, set, vector, iterator and list to make this project, which I think cover most of what we learn in this class.