HANGMAN

Description of the game:

Hangman is a problem which consists in guessing a word.

Before starting the game the user has to choose the level of the difficulty: he has to choose the number of letters in the word to guess and the allowed number of misses.

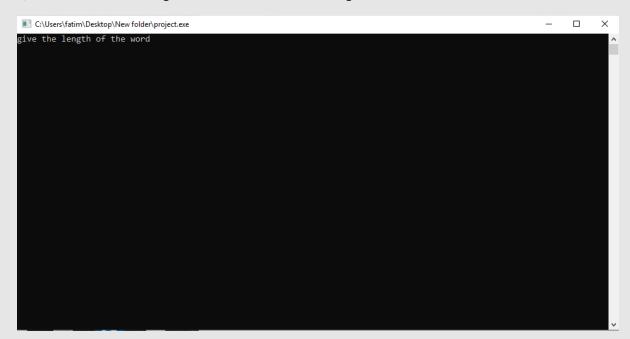
In the beginning a word is represented in the screen by a row of dashes, representing each letter of the word. The user is asked every time to write a letter and with every right guess the letter will be printed instead of the dash in its right position. If the letter occurs more than once in the word, then all dashes covering this letter will be unveiled. 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.

At the end of each game the results will be saved in a file called history .

NOW LET'S PLAY:

 $1\!/\!\,$ You are asked first to give a number which is the length of the word:



2/ After that you have to choose the level of difficulty:

3/ Then you must give a letter:

```
■ C\Users\fatim\Desktop\New folder\project.exe

give the length of the word

4
----
change difficulty
5
give a letter :a
a--- correct guess
give a letter :
```

4/Your guessed letter is correct. keep playing

C:\Users\fatim\Desktop\New folder\project.exe

```
give the length of the word
4
---
change difficulty
5
give a letter :a
a--- correct guess
give a letter :t
a--- misses t //The number of possible guesses are 4
give a letter :
```

5/Your guessed letter is wrong // you still have four chances

```
Give the length of the word

4
----
change difficulty
5
give a letter :a
a---- correct guess
give a letter :1
a---- misses t //The number of possible guesses are 4
give a letter :

give a letter :

----
give a letter :
```

Correct guess // the letter l exists twice in the word to guess // keep playing

```
give the length of the word

4
---
change difficulty
5
give a letter :a
a--- correct guess
give a letter :t
a--- missest //The number of possible guesses are 4
give a letter :1
all- correct guess
give a letter :a
be careful this guessed letter has already been guessed.
give a letter :
```

Be careful you entered a correct letter which you had entered before.

Unfortunately you lost the game. now please enter your name



You can see here that you results were saved in the file called history.

Thanks for playing