



HANGMAN ASSIGNMENT

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BSCS_VII-A

Layout

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    tools:context=".MainActivity">

    <TextView
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_gravity="center"
        android:text="Hangman"
        android:textSize="36sp"
        />

    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:orientation="horizontal">

        <ImageView
            android:id="@+id/img"
            android:layout_width="0dp"
            android:layout_height="150dp"
            android:layout_weight="1"
            app:srcCompat="@drawable/hangman0" />

        <LinearLayout
            android:layout_width="0dp"
            android:layout_height="match_parent"
            android:layout_weight="2"
            android:orientation="vertical">

            <TextView
                android:id="@+id/textView5"
                android:layout_width="match_parent"
                android:layout_height="wrap_content"
                android:text="The word:"
                android:textSize="24sp" />

            <TextView
```

```

        android:id="@+id/wordview"
        android:layout_width="match_parent"
        android:layout_height="match_parent"
        android:text="TextView"
        android:textSize="30sp" />
    </LinearLayout>

</LinearLayout>

<LinearLayout
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:orientation="horizontal">

    <EditText
        android:id="@+id/txt"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_marginStart="10dp"
        android:layout_marginLeft="10dp"
        android:layout_weight="1"
        android:digits="abcdefghijklmnopqrstuvwxyz"
        android:inputType="textPersonName"
        android:maxLength="1" />

    <Button
        android:id="@+id/guess"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_marginStart="20dp"
        android:layout_marginLeft="20dp"
        android:layout_weight="1"
        android:onClick="Guessword"
        android:text="Guess" />

    <Button
        android:id="@+id/New"
        android:layout_width="0dp"
        android:layout_height="wrap_content"
        android:layout_marginStart="20dp"
        android:layout_marginLeft="20dp"
        android:layout_marginEnd="10dp"
        android:layout_marginRight="10dp"
        android:layout_weight="1"
        android:onClick="newWord"

```

```

        android:text="NEW" />

</LinearLayout>

<TextView
    android:id="@+id/guessview"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:text="You have guessed "
    android:textSize="24sp" />

</LinearLayout>

```

Logic Code

```

package com.example.hangman;

import androidx.appcompat.app.AppCompatActivity;

import android.graphics.drawable.Drawable;
import android.os.Bundle;
import android.util.Log;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.ImageView;
import android.widget.TextView;
import android.widget.Toast;

import java.util.Random;

public class MainActivity extends AppCompatActivity {

    String word;
    TextView guessedword;
    EditText txt;
    ImageView img1;
    String[] imgaddr;
    int imgnum;
    Random rand;
    String guessedwords;
    TextView guessview;
    Button guessBtn;
    Button NewBtn;

```

```

@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);
    rand=new Random();
    word=getResources().getStringArray(R.array.words)[rand.nextInt(5441)];
    guessedword=(TextView)findViewById(R.id.wordview);
    guessedword.setText(word.replaceAll(".", "?"));
    guessview=(TextView)findViewById(R.id.guessview);
    guessBtn=(Button)findViewById(R.id.guess);
    NewBtn=(Button)findViewById(R.id.New);

    imgaddr= new String[]{
        "@drawable/hangman6",
        "@drawable/hangman5",
        "@drawable/hangman4",
        "@drawable/hangman3",
        "@drawable/hangman2",
        "@drawable/hangman1",
        "@drawable/hangman0"};

    imgnum=0;
    guessedwords="";
}

public void Guessword(View view){
    txt=(EditText)findViewById(R.id.txt);
    char[] temp=guessedword.getText().toString().toCharArray();
    if(guessedwords.contains(txt.getText().toString())) {
        Toast.makeText(this,"Already entered",Toast.LENGTH_LONG).show();
        txt.setText("");
        return;
    }

    boolean check=true;
    guessedwords+=txt.getText().toString();
    guessview.setText("You have guessed :"+guessedwords);
    for(int i=0;i<word.length();i++) {
        if (word.charAt(i) == txt.getText().charAt(0)) {
            temp[i] = word.charAt(i);
            check = false;
        }
    }
    txt.setText("");
}

```

```

String str=new String(temp);
if(str.equals(word)) {
    Toast.makeText(this, "You win", Toast.LENGTH_LONG).show();
    guessBtn.setEnabled(false);
    return;
}

guessedword.setText(str);
if(check){
    if(++imgnum>=7) {
        Toast.makeText(this, "Game Over word is "+word, Toast.LENGTH_LONG
).show();
        guessBtn.setEnabled(false);

        return;
    }
}

int imageResource = getResources().getIdentifier(imgaddr[imgnum], null, g
etPackageName());
img1= (ImageView)findViewById(R.id.img);
Drawable res = getResources().getDrawable(imageResource);
img1.setImageDrawable(res);

}

public void newWord(View view){
    guessBtn.setEnabled(true);
    guessview.setText("You have guessed : ");
    word=getResources().getStringArray(R.array.words)[rand.nextInt(5441)];
    guessedword.setText(word.replaceAll(".", "?"));
    img1.setImageResource(R.drawable.hangman6);
    imgnum=0;
    guessedwords="";

}

}

```

Android Manifest File

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.hangman">

    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/Theme.Hangman">

        <activity android:name=".MainActivity"
            android:configChanges="keyboardHidden|orientation|screenSize|screenLa
yout"
            >
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```

Output

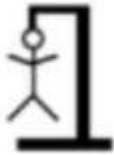
2:08



Hangman

Hangman

The word:



??????????????

GUESS

NEW

You have guessed



Hangman

Hangman



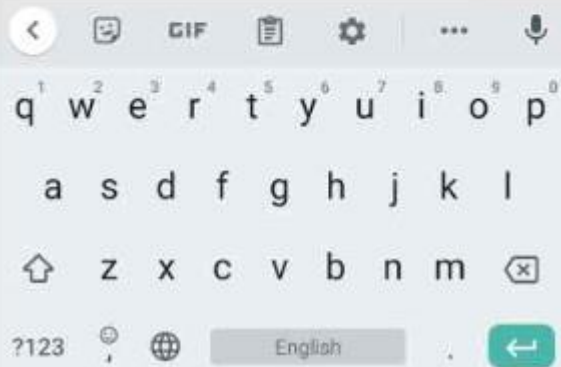
The word:

?ub???u???l?

GUESS

NEW

You have guessed :abklu



Hangman

Hangman

The word:

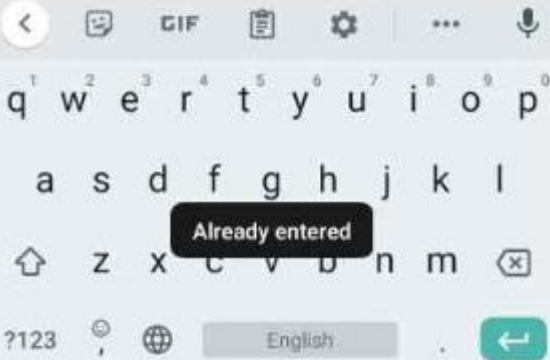


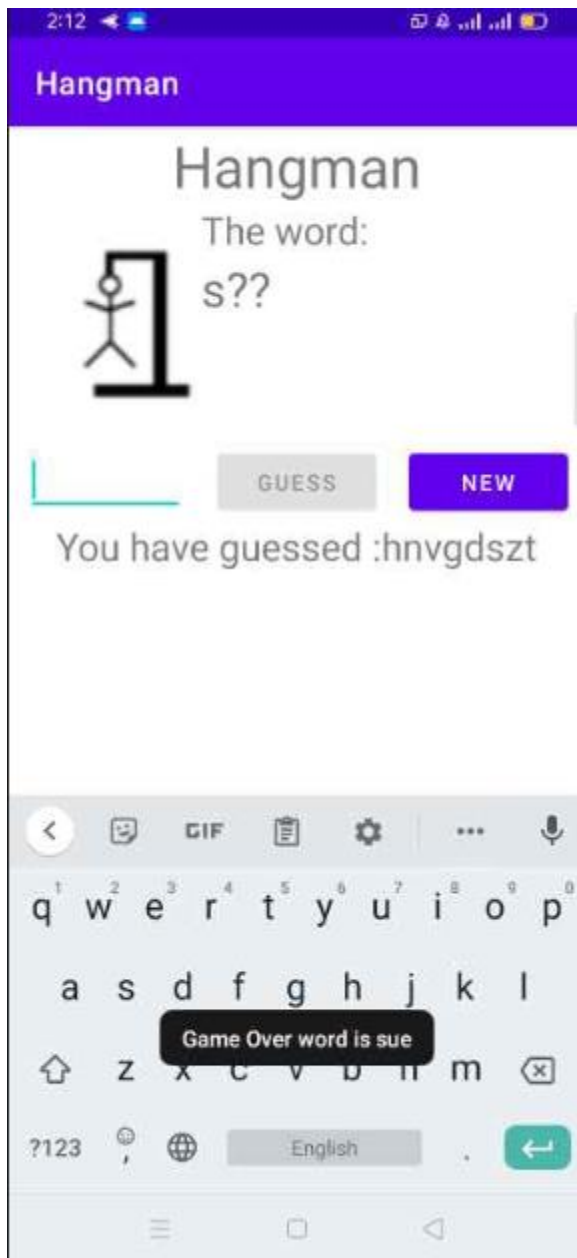
?ub???u???l?

GUESS

NEW

You have guessed :abklu





2:35



Hangman

Hangman

The word:

prefer



GUESS

NEW

You have guessed :hkpcrfe

