

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, getPackageName());

        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|screenLayout"

            >

            <intent-filter>

                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />

            </intent-filter>

        </activity>

    </application>

</manifest>

## **Output**









