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Computer Science Principles

Performance Task

2a. Refer to the video

2b. As an individual on this project, the program had its' bugs that needed to be fixed.

The main problem was that if you were to type in all the letters into the input the return would give you the word saying you have won. I did not want this to be the case because in a true hangman game you can not use multiple letters at one time. I saw this as an opportunity to enhance my previously made hangman game and only make it better. With help from Cameron i was able to successfully achieve my goal of a true hangman game.

2c.

```
# the letter is not in the word
```

```
if _guess_ not in word_chosen:
```

```
# subtracts a turn
```

```
turns -= 1
```

This code above checks to see if the letter you have guessed is in the word. If it is not then you subtract a life and try again or lose the game because you have ran out of lives

2d.

```
# -*- coding: utf-8 -*-
```

```
#importing the time module
```

```
import time
```

```
#welcoming the user
```

```
name = raw_input("What is your name? ")
```

```
print "Hello, " + name, ", time to play the best game in your entire existence!"
```

```
print ""
```

```
#wait for 1 second
```

```
time.sleep(1)
```

```
print "Start guessing..."
```

```
time.sleep(0.5)
```

```
import random
```

```
#word bank
```

```
words = ["Daniel", "Ugly", "seventeen", "snack", "computer", "watermelon", "gum", "eyes",  
"Africa",  
"panther", "thanksgiving", "Idunno", "uhhhhhhhhhh", "hangman", ]
```

```
word_chosen = random.choice(words).lower()
```

```
#creates an variable with an empty value
```

```
global guesses
```

```
guesses = "
```

```
#determine the number of turns
```

```
global turns
```

```
turns = 7
```

```
# Create a while loop
```

```
#check if the turns are more than zero
```

```
def main():
```

```
    global turns
```

```
    global guesses
```

```
    while turns > 0:
```

```
        # make a counter that starts with zero
```

```
        failed = 0
```

```
# for every character in secret_word

    for char in word_chosen:

# see if the character is in the players guess

    if char in guesses:

# print then out the character

        print char,

    else:

# if not found, print a dash

        print "_",

# and increase the failed counter with one

        failed += 1

# if failed is equal to zero

# print You Won

    if failed == 0:
```



```
if guess != 'l':
```

```
if guess != 'm':
```

```
if guess != 'n':
```

```
if guess != 'o':
```

```
if guess != 'p':
```

```
if guess != 'q':
```

```

if guess != 'r':

```

```
if guess != 's':
```

```
if guess != 't':
```

```
if guess != 'u':
```

```
if guess != 'v':
```

```
if guess != 'w':
```

```
if guess != 'x':
```

```
if guess != 'y':
```

```
if guess != 'z':
```

```
    print 'Stop your cheating'
```

```
    main()
```

```
else:
```

```
    _turns_()
```

```
else:
```

```
    _turns_()
```

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else:
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    _turns_()
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else:
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    _turns_()
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else:
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    _turns_()
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else:
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    _turns_()
```

```
else:
```

turns()

 else:

 turns()

 else:

 turns()

 else:

 turns()

 else:

 turns()

 else:

 turns()

 else:

 turns()

 else:

 turns()

 else:

 turns()

 else:

 turns()

 else:

 turns()

else:


```

        _turns_()

    else:

        _turns_()

    else:

        _turns_()

    else:

        _turns_()

    else:

        _turns_()

    else:

        _turns_()

    else:

        _turns_()

def _turns_():

    global guesses

    global _guess_

    global turns

    # set the players guess to guesses

```

```
guesses += _guess_
```

```
# Wrong!!!!!!
```

```
print "The survey says....."
```

```
time.sleep(3)
```

```
print "Wrong!!!!!"
```

```
# the letter is not in the word
```

```
if _guess_ not in word_chosen:
```

```
# subtracts a turn
```

```
turns -= 1
```

```
time.sleep(1)
```

```
# the amount of turns left
```

```
print "You have", + turns, 'more guesses'
```

```
# no more turns left
```

```
if turns == 0:
```

```
# you done lost kid
```

```
    print "Ha better luck next time"
```

```
main()
```