

# PROJECT OOP

## HANGMAN

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### GROUP MEMBERS :

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### QT Software:

- For the graphical view we use the software QT creator .



*To download here is the link :*

<https://www.qt.io.com>

- in QT we use different class and concept for the game as the syntax like Qstring , ui → etc and the logic design is different from the visual studio as there are many built-in functions .

### About project:

- First we play the game hangman then we made logic how to code the game . We both have different logic and tried different ways on visual studio , the file is also attached .we made a hangman program by using class . In class we use
- **Encapsulation :**  
when we code we had not know about the inheritance or polymorphism because we made this when we were studying about classes we used the GUI later
- **file handling :**  
for using the words from a file randomly.

### M . Hamza's contribution:

- Coding
  - File handling
    - Encapsulation

### Abdul Basit 's contribution :

- GUI
  - logic development

### Working of game :

- It gives a blank word u have to guess alphabetically .
- If the given word or letter does not match with the given word then the attempts will be deducted .
- If the entered letter is correct the alphabets will be displayed according to then respective index .
- If all the attempts are finished then the whole word which u were trying to guess will be displayed automatically .
- Hint option allows to display a letter or an alphabet of the given word so u can guess the whole word easily.