

# ASSIGNMENT 5

## The Hangman Game

```
#include <stdio.h>
#include <string.h>
#include <ctype.h>

// Function to display the current state of the word
void displayWord(const char* word, const int guessed[]) {
    for (int i = 0; i < strlen(word); i++) {
        if (guessed[i]) {
            printf("%c", word[i]);
        } else {
            printf("_");
        }
    }
    printf("\n");
}

// Main function
int main() {
    char word[] = "PROGRAMMING"; // The word to guess
    (can be changed)
    int guessed[strlen(word)]; // Array to track guessed
    letters
    int chances = 3;          // Number of incorrect guesses
    allowed
    int correct_guesses = 0;  // Count of correct guesses
    int word_length = strlen(word);
```

```
// Initialize guessed array to 0
for (int i = 0; i < word_length; i++) {
    guessed[i] = 0;
}

printf("Welcome to Hangman Game!\n");
printf("You have to guess the word. You have %d
chances.\n", chances);

while (chances > 0) {
    printf("\nCurrent word: ");
    displayWord(word, guessed);

    printf("Enter a letter: ");
    char guess;
    scanf(" %c", &guess);
    guess = toupper(guess); // Convert guess to uppercase

    // Check if the guess is correct
    int found = 0;
    for (int i = 0; i < word_length; i++) {
        if (word[i] == guess && !guessed[i]) {
            guessed[i] = 1;
            correct_guesses++;
            found = 1;
        }
    }

    if (found) {
        printf("Good guess!\n");
    }
}
```

```
    } else {  
        chances--;  
        printf("Wrong guess! You have %d chance(s) left.\n",  
chances);  
    }
```

```
    // Check if the player has guessed the entire word  
    if (correct_guesses == word_length) {  
        printf("\nCongratulations! You guessed the word:  
%s\n", word);  
        printf("The Man survives!\n");  
        return 0;  
    }  
}
```

```
    // If the player runs out of chances  
    printf("\nYou lost! The word was: %s\n", word);  
    printf("The Man gets hanged!\n");  
    return 0;  
}
```