Hangman game.

The game was made in C#. All functionality for the game has been defined in the partial class: frmForm1. Initializations have been made for most instance variables, while the initialization of classes for Random and Regex have been made in the constructor. The Form has been populated with the necessary controls to provide the required functionality for the game.

The method handleGuess() provides the main implementation for the game, handling and checking any input from the user and ignoring any erroneous input. With each input, the method checks if correct, incorrect, win case and lose case for the user.

The button btnQuit simply exits the application on a click event.

The button btnNewWord sets the gameActiveFlag to true to indicate that the program can accept input for the current word. A new word is chosen, and previous guesses and control visuals are reset to indicate to the user a new word is present.

Additional details can be found using comments within the code.

For the moment, please use the IDE: Visual Studio by Microsoft to test and run the code, Thanks.