```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <ctype.h>
#include <time.h>

void drawHangman(int numLives);
void strlwr(char *guess);
int main() {
  char choice;
  do {
    srand(time(NULL));

    char guessWords[][16] = {"green",      "yellow",   "purple",
                             "windows",    "linux",    "apple",
                             "basketball", "football", "golf"};

    int randomIndex = rand() % 9;

    int numLives = 0;
    int numCorrect = 0;
    int oldCorrect = 0;

    int lengthOfWord = strlen(guessWords[randomIndex]);

    int letterGuessed[11] = {0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0};

    int quit = 0;

    int loopIndex = 0;
    int reguessed = 0;

    char guess[16];
    char letterEntered;

    while (numCorrect < lengthOfWord) {

      printf("\n\nNew Turn....\nHangman Word:");

      for (loopIndex = 0; loopIndex < lengthOfWord; loopIndex++) {

        if (letterGuessed[loopIndex] == 1) {
          printf("%c", guessWords[randomIndex][loopIndex]);
        } else {
          printf("_");
        }
      }

      drawHangman(numLives);

      printf("\n");
```

```
      printf("Number Correct So Far:%d\n", numCorrect);
      printf("Enter a guess letter:");
      fgets(guess, 16, stdin);
      strlwr(guess);
      if (strncmp(guess, "quit", 4) == 0) {
        quit = 1;
        break;
      }
      system("cls");
      letterEntered = guess[0];
      reguessed = 0;
      system("clear");
      printf("Letter Entered:%c\n", letterEntered);
      printf("Lives used:%d/5\n", numLives + 1);

      oldCorrect = numCorrect;

      for (loopIndex = 0; loopIndex < lengthOfWord; loopIndex++) {

        if (letterGuessed[loopIndex] == 1) {
          if (guessWords[randomIndex][loopIndex] == letterEntered) {
            reguessed = 1;
            break;
          }
          continue;
        }
        if (letterEntered == guessWords[randomIndex][loopIndex]) {
          letterGuessed[loopIndex] = 1;
          numCorrect++;
        }
      }

      if (oldCorrect == numCorrect && reguessed == 0) {
        numLives++;
        printf("Sorry, wrong guess\n");
        if (numLives == 5) {
          break;
        }
      } else if (reguessed == 1) {
        printf("Already Guessed!!\n");
      } else {
        printf("Correct guess :)\n");
      }
    }
    if (quit == 1) {
      printf("\nthe user quit early\n");
    } else if (numLives == 5) {
      printf("\nSorry you lose, the word was: %s\n",
guessWords[randomIndex]);
    } else {
      printf("\nYOU WIN!!! :)\n");
    }
```

```
    printf("\nDo you want to Play Again?(Y/N)\n");
    scanf("%c", &choice);
  } while (choice == 'Y' || choice == 'y');
  return 0;
}
void drawHangman(int numLives) {
  const char *hangmanParts[] = {"     _________",    "    |          |",
                                "    |          O",   "    |         /|\\",
                                "    |         / \\", "    |"};

  printf("\n");
  for (int i = 0; i <= numLives; i++) {
    printf("%s\n", hangmanParts[i]);
  }
}

void strlwr(char *guess) {
  if (guess == NULL) {
        // Handle NULL pointer
        return;
    }

    size_t length = strlen(guess);

    for (size_t i = 0; i < length; ++i) {
        guess[i] = tolower((unsigned char)guess[i]);
    }
}
```