

## Introduction

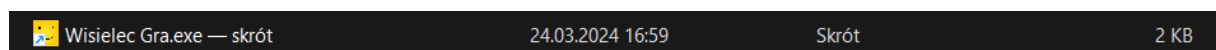
This project presents the game "Hangman", which I created during my first year of studies. My time spent creating new Python programs has shown me that there are many things that need to be changed in this project, but this is my first major code. Currently, I have completed developing a Python application using the Flask framework and the ModbusTCP communication protocol. You can read more about this in the Readme file.

In the "Ex\_from\_university" folder you can find many tasks from the subject "Algorithms and data structures". This subject gave me the opportunity to improve my programming skills. Thanks to him, I learned the structure and principles of operation of many algorithms and data structures. Additionally, he taught me how to think creatively, thanks to which I am able to find the right solution to a given problem much faster.

## Project „Hangman”

Applications can be launched in two ways:

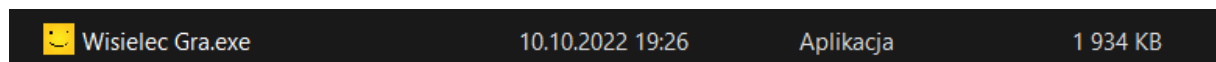
double click on:



In major folder „Python”

Or

double click on:

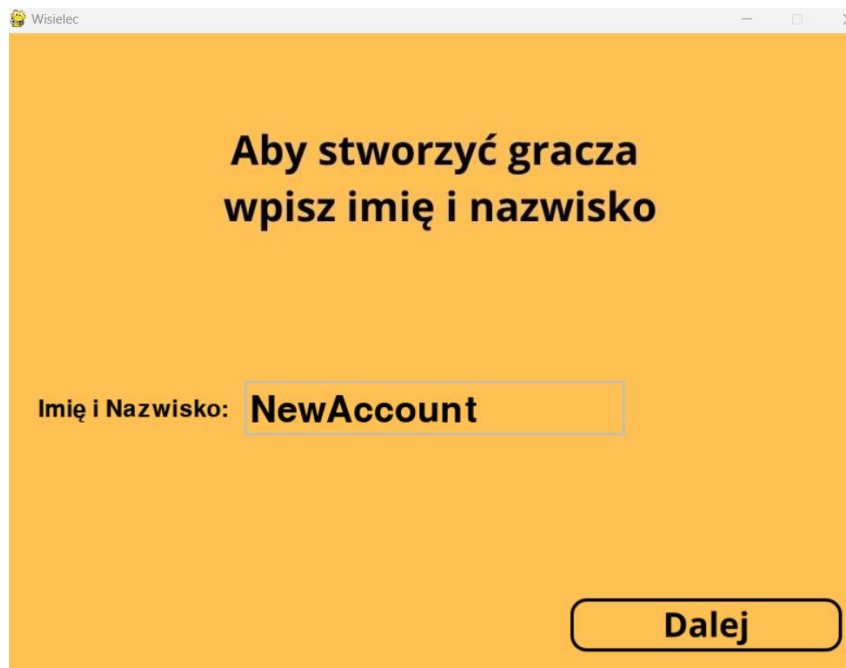


In subfolder „Hangman\_game”

In this application you can create your player account. Get better and better results and more points, and then check your place in the ranking. The illustrations were created by my studymate.



Rysunek 1 The view of menu



Rysunek 2 Creating an account



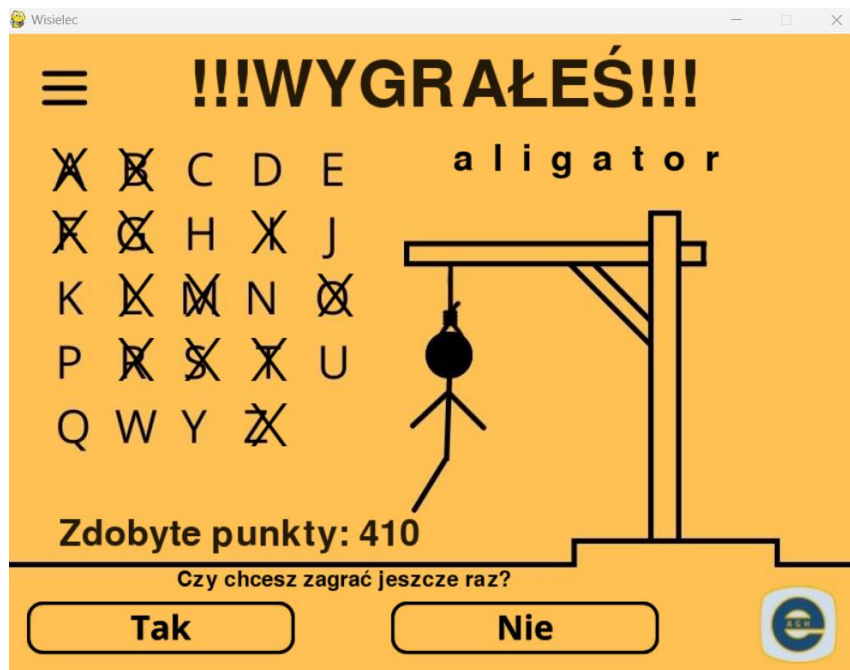
Rysunek 3 Selecting an existing account



Rysunek 4 playing



Rysunek 5 ranking



Rysunek 6 win