**Midterm Mini-Project**

**Project: Hangman**

We’re going to write the game of Hangman.

You only have to pass in the Hangman code.

Create a new file hangman.py. We're going to start by storing the state of the game in variables at the top of the program. The state is a complete description of all the information about the game. The state would be:

-The current player

-How many stones are in the pile, or lives

For Hangman, we need to store 3 pieces of information:

secret\_word: The word they are trying to guess (string).

letters\_guessed: The letters that they have guessed so far (list).

mistakes\_made: The number of incorrect guesses they've made so far (int).

You can name these something else if you'd like, but use a descriptive name.

Max\_guesses = 6.

Ans:

import random

import re

print("Hangman")

with open("words.txt") as f:

wlist = f.read().splitlines()

lives = 10

rand = random.randint(0, len(wlist)-1)

chosen = wlist[rand]

enco = re.sub('[0-9a-zA-Z]', '-', chosen)

def guess(letter, word, enco):

found = False

if letter in word:

found = True

for i in range(0, len(word)):

if word[i] == letter:

enco = enco[0:i] + letter + enco[i+1:len(enco)]

return (found, enco)

print("\nGuess a letter:")

print(enco)

while(lives > 0):

guessed = input("Guess: ")[:1]

letter, enco = guess(guessed, chosen, enco)

if not letter:

lives -= 1

if lives == 0:

print("\nGame over")

break

else:

print("\nThat letter was not found. You now have %d lives remaining." % lives)

print(enco)

else:

if "-" not in enco:

print("\nYou won with %d lives remaining. The word was '%s'" % (lives, chosen))

break

else:

print("\nLetter found. %d lives remaining." % lives)

print(enco)



