// hangmann.cpp : Hang Man Game Programming Fundamental Project//

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#include "stdafx.h" //Header Files

#include <conio.h>

#include <math.h>

#include <iostream>

#include <string.h>

#include <windows.h>

using namespace std;

const int max\_tries=5;

const int len\_word=5;

//GAME INSTRUCTIONS

void instructions();

// draw hangman

void draw\_hangman(int wrong\_guess);

// function for checking char enter by user

int checkchar (char, char[], char[]);

// function initilizing hiden word by '\*'

void inithidden (char[], char[]);

//DRAWING HEAD

void head()

{

cout<<"\t 0";

}

//DRAWING TUMMY

void tummy()

{

cout<<"\n\t ( ";

}

//DRAWING BODY

void body()

{

cout<<"| )";

}

//DRAWING LEFT LEG

void leftleg()

{

cout<<"\n\t !";

}

//DRAWING RIGHT LEG

void rightleg()

{

cout<<" !";

}

//REMAINING TRIES

int remaining(int t)

{

cout<<"\t Tries: "<<t<<endl;

return t;

}

int main()

{

char play='y';

do {

system("cls");

// initializing word enter by first player

char word[len\_word];

char secretword [len\_word];

//letter to guess

char letter;

// lenght of player 1 enter word

int lenofword;

// call game instructions

instructions();

// getting input from first player

cin>>word;

//check on player 1 enter word lenght

lenofword=strlen(word);

LOOP:while(lenofword!=5){

cout<<"Lenght of word should be five, Enter Again \nword :";

// getting input from first player

cin>>word;

//check on player 1 enter word lenght

lenofword=strlen(word);

goto LOOP;

}

system("cls");

int num\_of\_wrong\_guesses=0;

// Initialize the secret word with the \* character.

inithidden(word, secretword);

// Loop until the guesses are used up

while (num\_of\_wrong\_guesses < max\_tries)

{

cout << "\n\n" << secretword;

cout << "\n\nGuess a letter: ";

cin >> letter;

// Fill secret word with letter if the guess is correct,

// otherwise increment the number of wrong guesses.

if (checkchar(letter, word, secretword)==0)

{

cout << endl << "Whoops! That letter isn't in there!" << endl;

num\_of\_wrong\_guesses++;

draw\_hangman(num\_of\_wrong\_guesses);

}

else

{

cout << endl << "You found a letter! Isn't that exciting!" << endl;

}

// Tell user how many guesses has left.

cout << "You w " << max\_tries - num\_of\_wrong\_guesses;

cout << " guesses left." << endl;

// Check if they guessed the word.

if (strcmp(word, secretword) == 0)

{

cout << word << endl;

cout << "Yeah! Congratulations You got it!";

break;

}

}

if(num\_of\_wrong\_guesses == max\_tries)

{

cout << "\nSorry, you lose...you've been hanged." << endl;

cout << "The word was : " << word << endl;

}

cout<<"Do you want to play again: Y , N "<< endl;

cin>>play;

}while(play=='y'||play=='Y');

getch();

;

}

void instructions()

{

repeat:

cout<<endl;

cout<<endl;

cout<<"\t\t\t\t\t Welcome to The Hangman Game\n\n";

cout<<"\nPlayer 1 will have to enter five letter word and Player 2 will Guess that word.\n";

cout<<"\nPlayer 2 have to enter word one by one ";

cout<<"If he entered any letter wrong, one part Of the body will be formed.\n";

cout<<"\nNumber of Tries will be informed to you.\n";

cout<<"\nIf You Understand The Instructions,then lets play\n";

cout<<"\nPress 1 To Play Or Any Other Number To Repeat the Instructions\n ";

int x;

cin>>x;

if (x==1)

{

system("CLS");

}

else

{

system("CLS");

goto repeat;

}

cout<<"\nEnter 5 letters word and make it hide from second player \nword :";

getch();

}

void inithidden (char word[], char unknown[])

{

int i;

int length = strlen(word);

for (i = 0; i < length; i++)

unknown[i]='\*';

unknown[i]='\0';

}

/\* Take a one character guess and the secret word, and fill in the

unfinished guessword. Returns number of characters matched.

Also, returns zero if the character is already guessed. \*/

int checkchar (char guess, char secretword[], char guessword[])

{

int i;

int matches=0;

for (i = 0; secretword[i]!='\0'; i++)

{

// Did we already match this letter in a previous guess?

if (guess == guessword[i])

return 0;

// Is the guess in the secret word?

if (guess == secretword[i])

{

guessword[i] = guess;

matches++;

}

}

return matches;

}

void draw\_hangman(int wrong\_guess)

{

switch(wrong\_guess)

{

case 1: head(); cout<<endl;

break;

case 2:head();

tummy();

cout<<endl;

break;

case 3:head();

tummy();

body();

cout<<endl;

break;

case 4:head();

tummy();

body();

leftleg();

cout<<endl;

break;

case 5:head();

tummy();

body();

leftleg();

rightleg();

cout<<endl;

break;

default: cout << "You're dead!" << endl;

}

}