

CLEAN CODE DEVELOPMENT

Modularity: The code is organized into functions, promoting modularity. Each function has a specific purpose, making the code easier to understand and maintain.

```
def redraw_game_window()

def randomWord():

def hang(guess):

def spacedOut(word, guessed=[]):

def buttonHit(x, y):

def end(winner=False):

def reset():
```

Separation of Configuration: Configuration settings, such as font sizes, are centralized at the top of the file for easy customization.

```
btn_font = pygame.font.SysFont("arial", 20)
```

Whitespace and Formatting: The code maintains consistent indentation and formatting, contributing to a clean and visually appealing layout.

```
label1 = guess_font.render(spaced, 1, BLACK)
    rect = label1.get_rect()
    length = rect[2]
```

File Closure Handling: The code uses the with statement when working with files, ensuring proper resource management and eliminating the need for explicit file closures.

```
file = open('C:\\Users\\NINITHA\\OneDrive\\Documents\\Python
Scripts\\words.txt')
```

Clear Comments: There are comments to provide clarity for certain sections of the code, aiding in understanding complex parts.

```
#MAINLINE
# Setup buttons
# always quit pygame when done!
```

Removal of Unused Code: Unused or commented-out code has been removed, reducing clutter and keeping the codebase focused on active portions.