

```
1  from cs50 import get_string
2  import random
3
4
5  Wordbank = ["article", "feeling", "exemption", "principle", "muggy", "ethnic", "mechanical", "chimpanzee", "circle", "highlight", "miserable", "reaction", "enthusiasm", "quarter", "cutting", "injury",
6  "shaft", "deadly", "attract", "motivation", "ceremony", "addition", "snake", "delivery", "observation", "imposter", "commemorate", "chicken", "salesperson", "sphere", "finish", "impress", "marriage", "family",
7  "deputy", "normal", "fossil", "stake", "follow", "leash", "helpless", "asset", "handy", "poison", "adventure", "valley", "obstacle", "transparent", "margin", "process"]
8
9  used = []
10 alphabet = "abcdefghijklmnopqrstuvwxyz"
11 word=""
12 wrongcounter = 0
13 gamestate=False
14 blank = []
15
16 def charcorrect(letter):
17     global wrongcounter
18     global blank
19     global word
20     global used
21     vcheck = False
22
23     for x in range(len(word)):
24         if word[x] == letter:
25             blank[x] = letter
26             vcheck=True
27
28     if vcheck == False:
29         wrongcounter += 1
30         used.append(letter)
31         return False
32
33     used.append(letter)
34     return True;
35
36 def wordcorrect(guess):
37     global wrongcounter
38     global blank
39     global word
```

```
40     global used
41     if guess == word:
42         for y in range(len(word)):
43             blank[y]=word[y]
44             used.append(guess)
45             return True
46     else:
47         wrongcounter += 1
48         used.append(guess)
49         return False
50
51 def isused(guess):
52     global used
53     global wrongcounter
54     for f in range(len(used)):
55         if(guess==used[f]):
56             return True
57     return False
58
59
60
61
62 def drawman(num):
63     global gamestate
64     if(num==1):
65         print("-----")
66         print("      |")
67         print("      |")
68         print("      |\n")
69     elif(num==2):
70         print("-----")
71         print("      |")
72         print("      |")
73         print("      |")
74         print("      O\n")
75     elif(num==3):
76         print("-----")
77         print("      |")
78         print("      |")
79         print("      |")
80         print("      O")
81         print("      |")
```

```
82     print("    |\n")
83     elif(num==4):
84         print("-----")
85         print("    |")
86         print("    |")
87         print("    |")
88         print("    0")
89         print("    \")
90         print("    |\n")
91     elif(num==5):
92         print("-----")
93         print("    |")
94         print("    |")
95         print("    |")
96         print("    0")
97         print("    \"/")
98         print("    |\n")
99     elif(num==6):
100        print("-----")
101        print("    |")
102        print("    |")
103        print("    |")
104        print("    0")
105        print("    \"/")
106        print("    |")
107        print("    /\n")
108     elif(num >= 7):
109         print("-----")
110         print("    |")
111         print("    |")
112         print("    |")
113         print("    0")
114         print("    \"/")
115         print("    |")
116         print("    / \ \n")
117
118     print("YOU LOST")
119     print("The correct word is", word)
120     gamestate=False
121
122 def didwin():
123     global blank
```

```
124     counter=0
125     for w in range(len(blank)):
126         if(blank[w] == "_"):
127             counter += 1
128
129     if counter >= 1:
130         return False
131
132     return True
133
134
135 def main():
136     global gamestate
137     start = ""
138     while (not start == "start"):
139         start = get_string("Start Hangman, type start \n")
140
141     if(start == "start"):
142         gamestate = True
143
144     global word
145
146     word = random.choice(Wordbank)
147
148     global blank
149     for i in range(len(word)):
150         blank += "_"
151
152     print(blank, "\n\n")
153
154     global wrongcounter
155     while (wrongcounter <= 6):
156         letter = ""
157
158         while(letter.isalpha() == False):
159             print("used: ",used, "\n")
160             letter = get_string("input a letter or word: ")
161
162         if (len(letter) == 1):
163             while(isused(letter)==True):
164                 letter = get_string("You used the same letter. Please input a new letter/word: ")
165                 charcorrect(letter)
```

```
166     else:
167         while(isused(letter)==True):
168             letter = get_string("You used the same word. Please input a new letter/word: ")
169             wordcorrect(letter)
170
171     drawman(wrongcounter)
172
173     if(didwin()):
174         print("Congratulations!!! You Won!")
175         print("The word was:", word)
176         gamestate = False
177         break;
178
179     elif (wrongcounter <= 6):
180
181         print(blank, "\n\n")
182
183     main()
```