

# Project

## Hangman

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หมู่ 830

## mylib.hpp

```
1  #ifndef MYLIB_HPP
2  #define MYLIB_HPP
3
4  # include <iostream> // base c++
5  # include <fstream> // file
6  # include <string> // string method
7  # include <cstring> // string method
8  # include <ctime> // random
9  # include <string.h> // String method
10 # include <stdio.h> // Why ?
11 # include <sstream> // sort score function
12 # include <vector> // sort score function
13 # include <algorithm> // sort score function
14 # include <tuple> // sort score function
15 #include <unistd.h> //
16 #include <Windows.h> // FullScreen
17 #include <iomanip> // setDisplay
18
19 using namespace std ;
20 //Menu
21 class menugame{
22     public :
23         string choice;
24         int showMenu();
25         void showHighScore() ;
26         void showVocab() ;
27         void showHowto();
28         void startProgram();
29         void intro();
30 };
31
32 class highscore : public menugame{
33     public :
34         string line ;
35         string name , mode ;
36         int score ;
37         int choose ;
38         void importScore();
39         void sortByScoreDescending();
40         void display();
41         void writeHis(string name , string mode , int score);
42         int getChoose(int mode);
43         int easterEgg();
44     private:
45         vector<tuple<string, string, int>> scores_;
46 };
```



```
1  class import {
2      public :
3          string filename;
4          string line ;
5          string category ;
6          string choose ;
7          string words[100];
8          static int index ;
9          int ImportFile(int choice);
10         void showFile();
11         void selectCate();
12     };
13     int import::index = 0 ;
14
15     class game : public import{
16     public :
17         static int life ;
18         static int score ;
19         static int count ;
20         int random ;
21         int length ;
22         string alpha ;
23         string word ;
24         string temp_word ;
25         static string name ;
26         static char guess[20] ;
27         void randWord(string *arr);
28         void remaining(char* arr);
29         void restart();
30         int inGame();
31         string getName();
32
33     };
34
35     int game::life = 7 ;
36     int game::score = 0 ;
37     int game::count = 0 ;
38     char game::guess[] = {};
39     string game::name = "player1" ;
```

```

1 class animation{
2     public :
3         void animate(int a);
4         void eight();
5         void seven();
6         void six();
7         void five();
8         void four();
9         void three();
10        void two();
11        void one();
12 };
13
14
15 class display {
16     public :
17         display(int score , int life);
18         display(int life);
19         static void HUD(int score , int life){
20             cout << "\t\t\t\t\t\t\t\t\t\t";
21             cout <<
22 "-----+"
23             << endl;
24             cout << "\t\t\t\t\t\t\t\t\t\t";
25             cout << "    Score: " << setw(7) << setfill('0') << score;
26             cout << "                Name: " << game::name;
27             cout << "                Lives: ";
28             for (int i = life ; i > 0 ; i--){
29                 cout << "*" ;
30             }
31             cout << "                " << endl;
32             cout << "\t\t\t\t\t\t\t\t\t\t";
33             cout <<
34 "-----+"
35             << endl;
36         }
37         static void clearScreen(){
38             sleep(0.75);
39             system("cls");
40         }
41     };
42 # endif
```

## display.cpp











[illegible]





```
1 do {  
2     cout << "\n";  
3  
4     cout << "\\t\\t\\t\\t\\t\\t\\t-----" << endl;  
5     cout << "\\t\\t\\t\\t\\t\\t\\t|" << endl;  
6     cout << "\\t\\t\\t\\t\\t\\t\\t| You approach a door and see a long |" << endl;  
7     cout << "\\t\\t\\t\\t\\t\\t\\t| hallway. Will you walk or sprint?" << endl;  
8     cout << "\\t\\t\\t\\t\\t\\t\\t|" << endl;  
9     cout << "\\t\\t\\t\\t\\t\\t\\t| [1] Walk                [2] Sprint   |" << endl;  
10    cout << "\\t\\t\\t\\t\\t\\t\\t|" << endl;  
11    cout << "\\t\\t\\t\\t\\t\\t\\t-----" << endl;  
12    choose = Highscore::getChoose(1);  
13    if (choose == 1){  
14        display::clearScreen();  
15        break ;  
16    }  
17    else if (choose == 2){  
18        cout << "\n";  
19        cout << "\\t\\t\\t\\t\\t\\t\\t-----+\\n";  
20        cout << "\\t\\t\\t\\t\\t\\t\\t| Unfortunately, you were moving too quickly and triggered \\n";  
21        cout << "\\t\\t\\t\\t\\t\\t\\t|          an arrow trap.                                     \\n";  
22        cout << "\\t\\t\\t\\t\\t\\t\\t|                               You take the shot in your head.      \\n";  
23        cout << "\\t\\t\\t\\t\\t\\t\\t|                                   YOU DIE ! ! !                             \\n";  
24        cout << "\\t\\t\\t\\t\\t\\t\\t-----+\\n";  
25  
26        system("pause");  
27        display::clearScreen();  
28        return 0 ;  
29    }  
30    else {  
31        cout << "\\t\\t\\t\\t\\t\\t\\t" << " Invalid choice. Please choose 1 or 2." << endl ;  
32        cout << "\\t\\t\\t\\t\\t\\t\\t" << system("pause");  
33        display::clearScreen();  
34    }  
35 } while (choose != 1);
```

```

1 do {
2     cout << "\n" ;
3     cout << "\\t\\t\\t\\t\\t\\t\\t-----" << endl;
4     cout << "\\t\\t\\t\\t\\t\\t\\t| You come across two |" << endl;
5     cout << "\\t\\t\\t\\t\\t\\t\\t| treasure chests. Which |" << endl;
6     cout << "\\t\\t\\t\\t\\t\\t\\t| one will you choose? |" << endl;
7     cout << "\\t\\t\\t\\t\\t\\t\\t|-----|" << endl;
8     cout << "\\t\\t\\t\\t\\t\\t\\t| [1] Left      [2] Right|" << endl;
9     cout << "\\t\\t\\t\\t\\t\\t\\t|-----" << endl;
10    choose = highscore::getChoose(1);
11    if (choose == 1){
12        cout << "\n" ;
13        cout << "\\t\\t\\t\\t\\t\\t\\t-----" << endl;
14        cout << "\\t\\t\\t\\t\\t\\t\\t| |" << endl;
15        cout << "\\t\\t\\t\\t\\t\\t\\t| Oops! It was a fake treasure chest and you triggered |" << endl;
16        cout << "\\t\\t\\t\\t\\t\\t\\t| a stone trap. GAME OVER." << endl;
17        cout << "\\t\\t\\t\\t\\t\\t\\t| |" << endl;
18        cout << "\\t\\t\\t\\t\\t\\t\\t|-----" << endl;
19        system("pause");
20        display::clearScreen();
21        return 0 ;
22    }
23    else if (choose == 2){
24        cout << "\n" ;
25        cout << "\\t\\t\\t\\t\\t\\t\\t+-----+" << endl;
26        cout << "\\t\\t\\t\\t\\t\\t\\t| Congratulations! |" << endl;
27        cout << "\\t\\t\\t\\t\\t\\t\\t| You found the valuable treasure chest |" << endl;
28        cout << "\\t\\t\\t\\t\\t\\t\\t| and earned 10,000 points. |" << endl;
29        cout << "\\t\\t\\t\\t\\t\\t\\t| You have completed the game 100%. |" << endl;
30        cout << "\\t\\t\\t\\t\\t\\t\\t| Your achievement has been recorded in |" << endl;
31        cout << "\\t\\t\\t\\t\\t\\t\\t| the scoreboard! |" << endl;
32        cout << "\\t\\t\\t\\t\\t\\t\\t+-----+" << endl;
33        highscore::writeHis(game::name, "Secret", 10000);
34        cout << "\\t\\t\\t\\t\\t\\t\\t" << "Returning to HANGMAN GAME." << endl;
35        cout << "\\t\\t\\t\\t\\t\\t\\t" << system("pause");
36        display::clearScreen();
37        break;
38    }
39    else {
40        cout << "\\t\\t\\t\\t\\t\\t\\t" << "Invalid choice. Please choose 1 or 2." << endl;
41        cout << "\\t\\t\\t\\t\\t\\t\\t" << system("pause");
42        display::clearScreen();
43    }
44 } while (choose != 1);
45 };
46 #endif

```



## game.cpp

```
1  #include "../library/mylib.hpp"
2  #include "display.cpp"
3
4  #ifndef MYGAME_HPP
5  #define MYGAME_HPP
6  int import::ImportFile(int choice){
7      ifstream myfile ;
8      if (choice >= 1 && choice <= 3){
9          switch (choice){
10             case 1 :
11                 filename = "../text/animal.txt";
12                 category = "Animal" ;
13                 break;
14             case 2 :
15                 filename = "../text/country.txt";
16                 category = "Country" ;
17                 break;
18             case 3 :
19                 filename = "../text/all.txt";
20                 category = "NigthM" ;
21                 break;
22             }
23             myfile.open(filename);
24             if (!myfile){
25                 cout << "Error" << endl ;
26                 exit(0);
27             }
28             while (!myfile.eof()){
29                 getline(myfile,line);
30                 words[index] = line ;
31                 index ++ ;
32             }
33             myfile.close() ;
34             return 1 ; // if complete it will return 1
35         };
36     };
37
38 void import::showFile(){
39     for (int i = 0 ; i < 2 ; i++){
40         cout << words[i] << endl ;
41     }
42 }
```

[illegible]





[illegible]



## Main

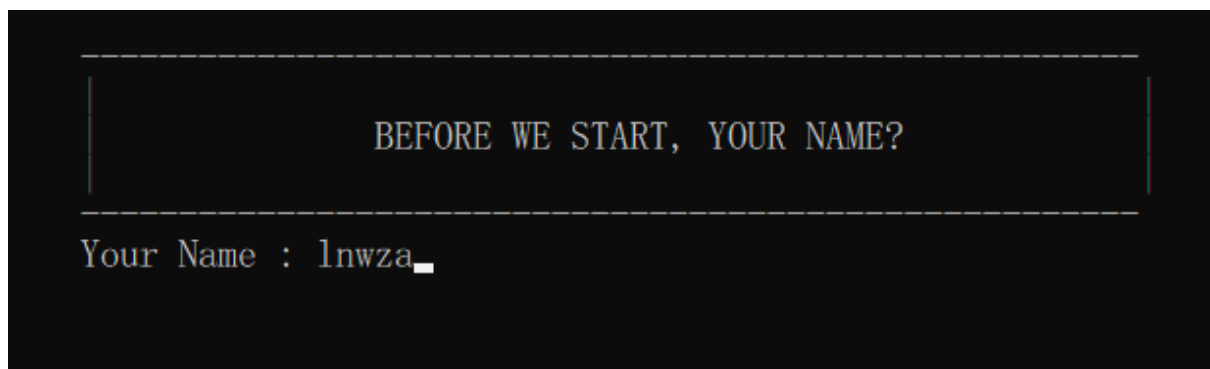
```
1  #include "game.cpp"
2  #include "../library/mylib.hpp"
3  #include <iostream>
4  #include <stdlib.h>
5
6  int main(){
7      game obj1 ;
8      menugame objMenu , objMenu2;
9      highscore objHS;
10     int control;
11     string name_user ;
12     keybd_event(VK_F11, 0, 0, 0);
13     objMenu.intro();
14     obj1.getName() ;
15     while (true){
16         objHS.importScore();
17         control = objMenu.showMenu();
18         if (control == 1){
19             obj1.selectCate();
20             obj1.inGame();
21         }
22         else if (control == 2){
23             objMenu.showHowto();
24         }
25         else if (control == 3){
26             objHS.sortByScoreDescending();
27             objHS.display();
28         }
29         else if (control == 4){
30             objMenu.showVocab();
31         }
32         else if (control == 5){
33             break;
34         }
35         else if (control == 404){
36             continue;
37         }
38         else if (control == 100){
39             objHS.easterEgg();
40         }
41     }
42 }
43
```

## ตัวอย่างผลลัพธ์

#การแสดงผลทางหน้าจอเมื่อเปิดโปรแกรม



#ใส่ชื่อก่อนใช้งานโปรแกรม



#เลือกเมนู



## #แสดงเมนู Vocabulary

```
+=====+
|                                     |
|                               VOCABULARY                               |
|                                     |
|----> Animal <----|
| Dog      Cat      Rabbit      Elephant      Butterfly      |
| Donkey   Slug     Hummingbird  Chameleon    Bat              |
| Prawn    Moth     Weasel       Raccoon      Tapir           |
| Swan     Parrot   Shark        Turkey       Crocodile       |
|----> Country <----|
| Thailand China   Korea      Japan   Afghanistan      |
| Algeria  Bolivia Cuba      Egypt   Ethiopia          |
| France   Iran    Laos       Mali    Kazakhstan        |
| Poland   Tonga   America    Mexico  Switzerland      |
|-----+-----|
| You have done vocabulary browsing |
| Go back to the menu               |
| Press any key to continue . . .  |
|                                     |
+=====+
```

## #แสดงเมนู Howtoplay

```
+=====+
|                                     |
|                               HOW TO PLAY HANGMAN GAME                               |
|                                     |
| 1. Select 1 on the menu page to play HANGMAN GAME. |
| 2. Select the word category you want to play.      |
| 3. The program will have a '-' on the syllables of the word, |
|    the number of your life and a beam with a noose hanging down. |
| 3.1 You have to guess 1 letter per 1 round, you will have 7 life, |
|     i.e. the number of times you can answer incorrectly. |
|     - if there is that letter in the word, life will be the same and |
|       will get 10 points. |
|     - If guessed wrong, life will be reduced by one. same score |
|       But there will be a head, arms, legs, respectively. |
| 4. When you guess the word correctly before life runs out. |
|    will be able to start the next game immediately And will keep your score |
| 5. If you guess until life runs out The system will show the current score |
|    and answer that word. |
|-----+-----|
| Now you know how to play this game |
| Go back to the menu               |
| Press any key to continue . . .  |
|                                     |
+=====+
```

## #แสดงเมนู Score Board

```
+-----+
|                                     |
|                               SCORE BOARD                               |
|                                     |
+-----+

+-----+-----+-----+
|               Name               |      Mode      |      Score      |
+-----+-----+-----+
|          YAMdwZ          |    NigthM    |        5000     |
+-----+-----+-----+

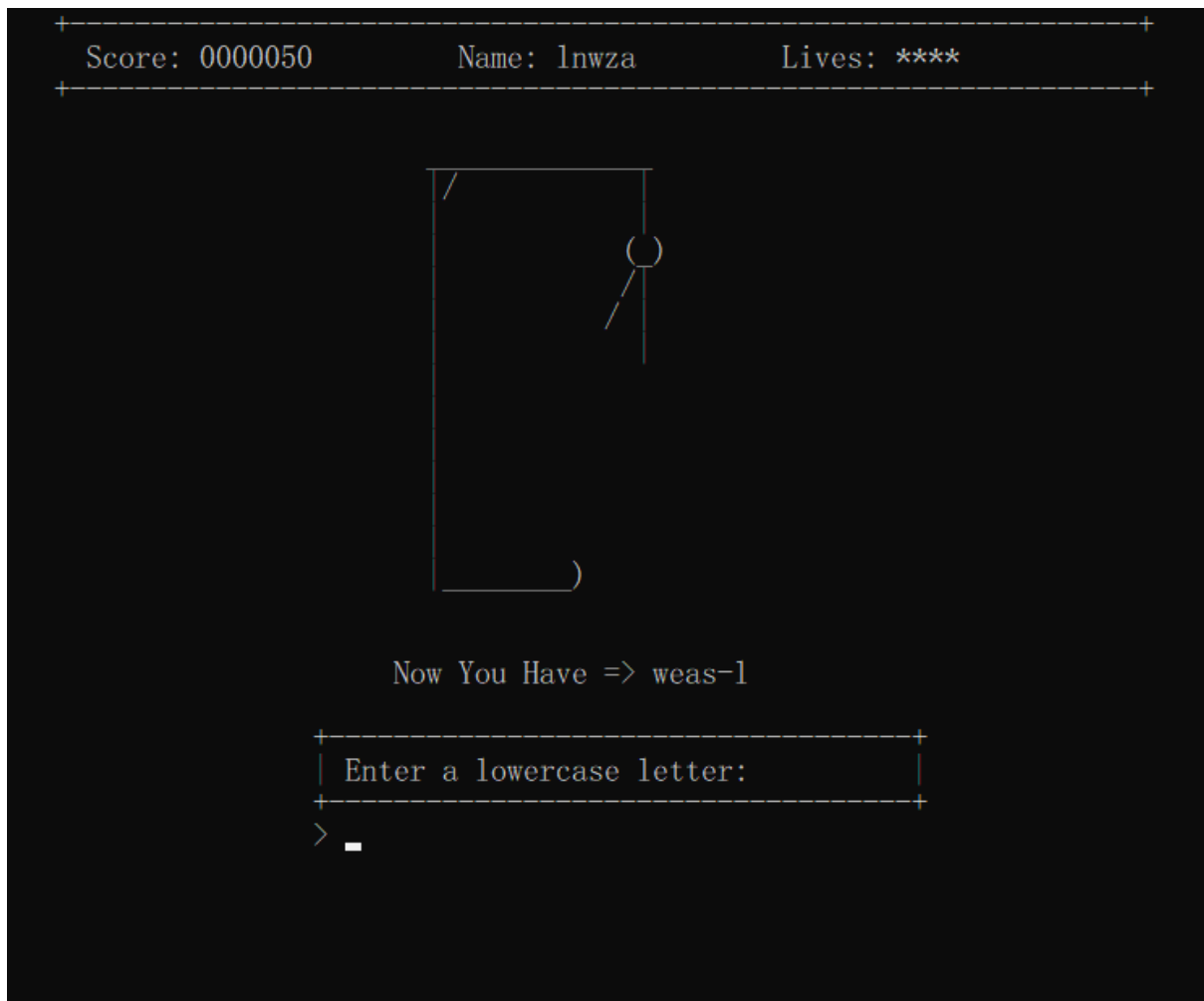
I'm waiting for a challenger who can beat me ,But NO ONE !
Go back to the menu
Press any key to continue . . .
```

## #เลือกหมวดคำศัพท์

```
+-----+
|               Choose category               |
+-----+
|  [1] Animal                               |
|  [2] Country                              |
|  [3] Nightmare (All)                      |
+-----+

What do you want? : _
```

## #หน้าแสดงผลเกมระหว่างเล่น





## #หน้าแสดงผล Game Over



## #หน้าจอตแสดงผล Score Board

```
+-----+
|                                     |
|                               SCORE BOARD                               |
|                                     |
+-----+

+-----+-----+-----+
| Name      | Mode    | Score |
+-----+-----+-----+
| YAMdwZ    | NigthM  | 5000  |
| lnwza     | Animal  | 60     |
+-----+-----+-----+

I'm waiting for a challenger who can beat me ,But NO ONE !
Go back to the menu
Press any key to continue . . . _
```

## #หน้าจอตแสดงผลเกมโหมดลับ

```
+-----+
|                                     |
| You wake up in a mysterious pyramid. |
| You see two paths  before you.      |
|                                     |
| [1] Stay      [2] Move                |
|                                     |
+-----+
> _
```

#หน้าจอแสดงผลเมื่อจบเกม

```
-----  
| You walk through a door and see three more doors |  
-----
```

```
| [1] Door 1  
| [2] Door 2  
| [2] Door 3  
-----
```

```
>2
```

```
+-----+  
|       You see the mummies and they  
|               kill you.  
|               YOU DIE!  
+-----+
```

```
Press any key to continue . . .
```