Documentation - отбор Яготки

The idea of our project and program is a game of hangman. In this game you have 5 attempts to guess the given word which is a color. The code starts with the declaring of the libraries we needed to use:

Iostream – input and output

Ctime – contains functions and commands which manipulate date and time data

Cstring – contains a few functions to manipulate string arrays

Cstdlib – contains a few general purposed functions like random number generation, dynamic memory management and others.

After that we declare the global variables, we need for our program like the string with all the words that will be randomly generated in the game, the current attempts you have, the largest attempts you have, how many symbols are guessed, how many symbols are left to guess and an array with all the guessed symbols.

Next is the function which visualizes the hangman each time the player guesses wrong.

Afterwards is the function which generates a random word using the rand command from 1 to 4 which are the numbers the wordlist's size.

Next up is the function which takes the input from the player. It is made in a way that every time the user makes their input to lowercase no matter what they enter.

Afterwards comes the function which puts the correct symbol in the proper symbol space

When a symbol is guessed it will be replaced with the proper symbol space.

Now we go to the main function main and we start with a variable which will depict the word for the current session and another for the length of that word which will represent the spaces in which we will guess the word. Then we add a variable named input which will represent the word and another which will count the number of guessed letters and add a Boolean for the number of letter spaces used for guessing the words. Afterwards we make a for loop in which we clear the console at every start. Then we check if the symbol is correct and if it is we replace the symbol space with the correct letter. We call the getInput function with the input variable.