

Programming Project / C++ - Hangman Game

I. Task Description

The Hangman game is divided into two separate programs. One manages the word list (Program 1), the other runs the actual game (Program 2).

Student 1: Cioban Razvan

Responsible for managing the word list:

- Adding new words,
- Deleting existing words,
- Deleting history

This is done using Program 1: app1.cpp

Student 2: Burdean Anamaria

Responsible for playing the Hangman game:

- randomly selects letters and if the empty slots are filled the letter was found
- You continue until the word is found
- You can also view the history of words guessed

This is done using Program 2: app2.cpp

II. Data Structures Used

words[]: stores available words,

guessed[]: stores user guessed characters,

chosenWord: selected word for the game,

lives: number of remaining guesses,

III. File Structure

words.txt

- Contains one word per line to be used in the Hangman game.

IV. Interacting with Executables

Program 1: app1.cpp

`./app1.cpp add`

-> adds a word per line to words.txt

`./app1.cpp delete`

-> Deletes a word from words.txt if it exists

`./app1.cpp delete history`

-> Deletes all history

Program 2: app2.cpp

`./app2.cpp play`

-> Starts the Hangman game with a random word from words.txt

`./app2.cpp view history`

-> You can view previous words guessed.