

HANGMAN.py

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# Name: Rehber
# Reg. #: SP19-BCS-024
# Assignment: Hangman Game
# Submitted to: Mr. Junaid Ali Khan
# Date: 21/5/2019
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import random
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word_List = ["buffalo", "funny", "window", "gossip", "haphazard",
             "jogging", "injury", "jelly", "lucky", "quiz"]
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guess_word = []
secret_Word = random.choice(word_List) # lets randomize single word from the list
length_word = len(secret_Word)
alphabet = "abcdefghijklmnopqrstuvwxyz"
letter_storage = []
print("H A N G M A N")
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def figure(guess_left):
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    if guess_left==8:
        print(fig8)
    elif guess_left==7:
        print(fig7)
    elif guess_left==6:
        print(fig6)
    elif guess_left==5:
        print(fig5)
    elif guess_left==4:
        print(fig4)
    elif guess_left==3:
        print(fig3)
    elif guess_left==2:
        print(fig2)
    elif guess_left==1:
        print(fig1)
    else:
        print(fig0)
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```
fig8=(''
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|/
|
|
|
```



```
fig3=( '''
```

```
fig2=(''
```

```
fig1=()
```

```
fig0=()
```



```
def beginning():
    print("Hello Buddy!")

    while True:
        name = input("Please enter your name:")
        print("Let's play HANGMAN")

        if name == '':
            print("You can't do that! No blank lines.")
        else:
            break

def change():

    for character in secret_Word: # printing blanks for each letter in secret word
        guess_word.append("-")

    print("Ok, so the word you need to guess has", length_word, "characters.")

    print("Be aware that you can enter only 1 letter from a-z.")

    print(guess_word)

def guessing():
    guess_left = 8

    while guess_left !=0:

        guess = input("Pick a letter").lower()

        if not guess in alphabet: #checking input
            print("Enter a letter from a-z alphabet:")
            print("Incorrect guesses left:", guess_left)
        elif guess in letter_storage: #checking if letter has been already used
            print("Hey buddy! You have already guessed that letter! Try another
one.")
            print("Incorrect guesses left:", guess_left)
        else:
```

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                                HANGMAN.py
letter_storage.append(guess)
if guess in secret_Word:
    print("You guessed correctly!")
    print("Incorrect guesses left:", guess_left)
    figure(guess_left)
    for x in range(0, length_word):
        if secret_Word[x] == guess:
            guess_word[x] = guess
    print(guess_word)

    if not '-' in guess_word:
        print("You won! The secret word is", secret_Word)
        figure(guess_left)
        break
else:
    print("The letter", guess, "is not in the word. Try Again!")

    guess_left -= 1
    print("Incorrect guesses left:", guess_left)
    figure(guess_left)
    if guess_left == 0:
        figure(guess_left)

def play_again():

    while True:
        user_choice = input("Would You Like To Play? If yes then enter YES or Y else
NO or N:").upper()

        if user_choice == "YES" or user_choice == "Y":
            main()
        elif user_choice == "NO" or user_choice == "N":
            print("Have a nice day.")
            break
        else:
            print("Please answer only Yes or No:")
            continue

def main():
    beginning()
    change()
    guessing()
    play_again()
main()

```