



B2 - Stumpers

B-CPE-210

Hangman

Duo Stumper



Hangman

binary name: hangman

language: C

compilation: via Makefile, including re, clean and fclean rules



- The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.
- Error messages have to be written on the error output, and the program should then exit with the 84 error code (0 if there is no error).



For this project, the **only** authorized functions are those of the standard `libc`.

You must code a program in C that will take a dictionary as parameter (mandatory) and optionally a number of tries (10 by default).

Your program will retrieve all of the words defined in this file and will use it as a dictionary during the game. The goal of the player is to find the word letter by letter before being hanged.

- Each of the dictionary's lines should only contain one word.
- The word used in the section will be randomly selected.
- Your program must let the player know the position of the letters he/she has already found, the total number of letters in the word and the number of tries he/she has left (see examples).
- You will read the letter guessed by the user on the standard input, and apply the modifications accordingly.



Italic yellow text represents user input.



```
Terminal
~/B-CPE-210> cat file
butterfly
test
my_swap
~/B-CPE-210> ./hangman file
*****
Tries: 10

Your letter: a
*****a*
Tries: 10

Your letter: b
b: is not in this word
*****a*
Tries: 9

Your letter: m
m*****a*
Tries: 9

Your letter: p
m****ap
Tries: 9

And so on, until:
Your letter: _
my_swap
Tries: 2

Congratulations!
~/B-CPE-210> ./hangman file 1 2>/dev/null
****
Tries: 1

Your letter: v
v: is not in this word
****
Tries: 0

You lost!
```