

Hangman_Algorithm

[Hangman.html](#)

algorithm for this program:

- The program starts by loading and executing the script.
 - Google Fonts used in the game are loaded through the provided link in the ``<link>`` element in the header.
 - The elements are styled, and the graphical user interface (GUI) for the game is set up using the ``style.css`` file.
 - The game elements are displayed within the main ``<div>`` container on the page.
 - The ``options-container`` element is created to display the game options.
 - The ``letter-container`` element is created, which holds the hidden letter buttons.
 - The ``user-input-section`` element is created to interact with user inputs.
 - The ``canvas`` element is created to display the hangman character through drawing.
 - The ``new-game-container`` element is created, which includes the result text and the "New Game" button to start a new game.
 - The code in the ``script.js`` file is executed to control the game flow and user interactions.
 - The program ends after executing the code in the ``script.js`` file.
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- This is the expected algorithm for this program, where the GUI is set up, and user interaction is handled using the script and style files (`javascript.js` and `style.css`).

javascript.js

- The program starts at the "Start" point.
- The game options are displayed to the player.
- Once the player selects a specific option (such as language, color, or country), a random word is generated based on that option.
- The word is displayed to the player as a series of dashes representing the hidden letters.
- The player is presented with letter buttons to choose from.
- If the player selects a letter that is present in the word, the corresponding dash is replaced with the correct letter.
- If the player selects a letter that is not present in the word, a part of the hangman character is drawn on the canvas.
- If the player successfully guesses the word correctly before the hangman character is fully drawn, they win.
- If the player fails to guess the word correctly and the hangman character is fully drawn, they lose.
- After winning or losing, the buttons are disabled, and a result message is displayed.
- A new game can be started at the "New Game" point.
- The program ends at the "End" point.