HangmanOut Java Script file

var words = ["JAVASCRIPT", "HANGMANOUT", "APPLE", "BANANA", "CAT", "DOG", "ELEPHANT", "FISH", "GIRRAFE", "HOUSE",

    "ICE", "KANGARO", "LION", "MONKEY", "NEST", "ORANGE", "PENGUINE", "QUARANTINE", "RAINBOW",

    "TABLE", "UMBRELLA", "VIOLINE", "WHALE", "XYLOPHONE", "YAK", "ZEBRA"];

var selectedWord = "";

var guessedWord = [];

var wrongGuesses = [];

var chances = 6;

// this function is help to set the values for the first time

function startGame(){

    selectedWord = words[Math.floor(Math.random()\*words.length)];

    guessedWord = Array(selectedWord.length).fill(" \_ ");

    wrongGuesses = [];

    chances = 6;

    updateDisplay();

    resetButtons();

}

var gameover = false;

// function for displaying the updated values on the screen

function updateDisplay(){

    //  first we have to update the display for the selected word

    document.getElementById("word").innerText = guessedWord.join(" ");

    //  then we have to update the wrongwords which are selected by the user

    document.getElementById("wrongcharacters").innerText = "Wrong-Characters : " + wrongGuesses.join(", ");

    //  then we have to update the remaining attempts/ chances according to the wronguesses

    document.getElementById("remainingchances").innerText = "Remaining Attempts : " + chances;

    if(guessedWord.join("") === selectedWord){

        document.getElementById("messagedisp").innerText = "🎉 You Win The Game...";

        document.getElementById("messagedisp").style.color = "green";

        document.getElementById("messagedisp").style.font = "bold";

        document.getElementById("messagedisp").style.fontSize = "20px";

        gameover = true;

        disableButtons();

    }else if(chances === 0){

        document.getElementById("messagedisp").innerText = "💔 You Lose The Game The Word Was "+selectedWord;

        document.getElementById("messagedisp").style.color = "red";

        document.getElementById("messagedisp").style.font = "bold";

        document.getElementById("messagedisp").style.fontSize = "20px";

        gameover = true;

        disableButtons();

    }else{

        document.getElementById("messagedisp").innerText = "";

        disableButtons();

    }

}

// function for restarting the game

function restartGame(){

    gameover = false;

    startGame();  // for staring the game

    resetButtons(); // for enabling all the buttons back

}

function handleGuess(letter){

    if(gameover){

        return;

    }

    // first we wanrt to check that the character which is already in wrongword then we does not select it

    if(wrongGuesses.includes(letter) || guessedWord.includes(letter)){

        document.getElementById("messagedisp").innerText = "You Already Guessed That Letter!..";

        return;

    }

    // now , we check for if that letter is present in the selected word then we have to place it in the guessed word

    if(selectedWord.includes(letter)){

        for(let i =0 ; i<selectedWord.length;i++){

            if(selectedWord[i] === letter){

                guessedWord[i] = letter;

            }

        }

    }else{

        wrongGuesses.push(letter);

        if(chances > 0){

            chances--;

        }

    }

    updateDisplay();

}

function resetButtons(){

    const buttons = document.querySelectorAll(".letters");

    buttons.forEach(button => {

        button.disabled = false;

    });

}

function buttonsClick(){

    const buttons = document.querySelectorAll(".letters");

    buttons.forEach(button => {

        button.addEventListener("click", () => {

            handleGuess(button.innerText);

            button.disabled = true;

        });

    });

}

function disableButtons() {

    const buttons = document.querySelectorAll(".letters");

    buttons.forEach(button => {

        button.disabled = true;

    });

}

startGame();

buttonsClick();