

### Hangman Algorithm

Step1: Set up the Hangman (Elevated beam for hanging, the man has 6 body parts i.e 2 hands, 2 legs, 1 head and 1 body.)

Step 2: Click on the play button (Note: The letters will be activated after clicking on the play button)

Step 3: Once the game is started, the system displays a secret string, which is similar concepts we have done in Homework 4.

Step 4: The user is expected to play the game by guessing letters on the phrase.

Step 5: If user uncovers the letter, it doesn't hang

Step 6: If user fails to uncover a string a letter it hangs a part of the man

Step 7: If after 6 trials, the user fails to guess the phrase correctly then the man is hanged

Step 8: If the user uncovers the string before 6 trials, then increment **win**

Step 9: Else, if they fail to then increment **loss**

Step 10: Keep the number of times user has played the game which the number of **win + loss**