

```

1 // [劊子手遊戲/Hangman Judge](1/2)
2 #define IN "P09IN.txt"
3 #define OUT "P09OUT.txt"
4 //*****
5 #include <iostream>
6 #include <ctime>
7 using namespace std;
8 void redir(void);
9 //*****
10 /* Work Space*/
11 #include <string>
12 //*****
13 int main(void)
14 {
15     redir(); //redirection
16 //*****
17 /* Work Space*/
18     int rnd; //不要用round命名,以免和函數round()混淆
19     string s1, s2;
20     int win, lose;
21     int left;
22     int chance;
23     int i, j;
24     int bad;
25
26
27     while(scanf("%d", &rnd)==1 && rnd != -1){
28         cin >> s1 >> s2;
29
30         win = lose = 0;
31         left = s1.length();
32         chance = 7;
33
34         for(i=0; i<s2.length(); i++){
35             bad = 1;
36             for(j=0; j<s1.length(); j++){
37                 if(s1[j] == s2[i]){
38                     left--;
39                     s1[j] = ' '; //猜一個已經猜過的字母也算錯
40                     bad = 0;
41                 }
42             }
43             if(bad) chance--;
44
45             if(!chance) lose = 1;
46             if(!left) win = 1;
47
48             if(win || lose) break;
49         }
50
51         printf("Round %d\n", rnd);
52         if(win){
53             cout << "You win.\n";
54         }else if(lose){
55             cout << "You lose.\n";
56         }else{
57             cout << "You chickened out.\n";
58         }
59     }
60 //*****
61
62
63

```

```
64 //[劊子手遊戲/Hangman Judge](2/2)
65
66     freopen("CON", "r", stdin); //取消重新導向
67     freopen("CON", "w", stdout);
68
69     printf("Time used = %.2f\n", (double)clock()/CLK_TCK); //傳回程式目前為止執行的時間
70
71     system("pause");
72     return 0; //the end...
73 }
74
75 void redir(void)
76 {
77     freopen(IN, "r", stdin);
78     freopen(OUT, "w", stdout);
79 }
80 //*****
81 /* Work Space*/
82 //Input(IN) Sample
83 /*
84 1
85 cheese
86 chese
87 2
88 cheese
89 abcdefg
90 3
91 cheese
92 abcdefgij
93 -1
94 */
95
96 //Output(OUT)
97 /*
98 Round 1
99 You win.
100 Round 2
101 You chickened out.
102 Round 3
103 You lose.
104 */
```