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CERTIFICATE

This is to certify that the project entitled “HANGMAN” is a precise record of work done by VIKHYATI SINGH of class XI-B under the guidance and supervision of Ms. Venkatalakshmi, PGT-Computer Science, Ryan International School, Ghaziabad, during the academic session 2020-21 as per the guidelines issued by CBSE.

Internal Examiner

Ms. Venkatalakshmi

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**Vikhyati Singh**

**XI-B**

# PROJECT ON HANGMAN

INTRODUCTION

**Hangman** is a paper and pencil guessing game for two or more players. One player thinks of a word, phrase or a sentence and the other(s) tries to guess it by suggesting letters within a certain number guesses. The word to guess is represented by a row of dashes, representing each letter of the word. In most variants, proper nouns such as names, places and brands are not allowed. Slang words, sometimes referred to as informal or shortened words are also not allowed. If the guessing player suggests a letter which occurs in the word, the other player writes it in all its correct positions. If the suggested letter does not occur in the word the other player draws one element of a hanged man stick figure as a tally mark.

The player guessing the word may at any time attempt to guess the whole word. If the word is correct the game is over and the guesser wins.

# OBJECTIVES OF THE PROJECT

The objective of this project is to let the students apply the programming knowledge into a real- world situation/problem and exposed the students how programming skills helps in developing a good software.

1. Write programs utilizing modern software tools.
2. Apply object oriented programming principles effectively when developing small to medium sized projects.
3. Write effective procedural code to solve small to medium sized problems.
4. Students will demonstrate a breadth of knowledge in computer science, as exemplified in the areas of systems, theory and software development.
5. Students will demonstrate ability to conduct a research or applied Computer Science project, requiring writing and presentation skills which exemplify scholarly style in computer science.

# FLOW CHART

Player already guessed this letter

Player ran out of guesses and loses

Player guessed all letters and wins

Letter is in secret word

Letter is not in secret word

Ask player to guess a letter

Show blanks to the player

Come up with a secret word

SOURCE CODE

**#HANGMAN PROJECT**

**import random**

**words=['computer','python','information','world','study','maths', 'science',’english','hindi','sst','society','between','intelligent','country',’fabulous','galaxy','planets','stars']**

**name=str(input("ENTER YOUR NAME:"))**

**print("BEST OF LUCK", name)**

**word=random.choice(words)**

**guesses=str(input("GUESS THE ALPHABETS:"))**

**moves=10**

**while moves>0:**

**fail=0**

**for i in word:**

**if i in guesses:**

**print(i)**

**else:**

**print("\_")**

**fail+=1**

**if fail==0:**

**print("YOU WIN")**

**print("THE WORD IS",word)**

**break**

**guess=str(input("GUESS THE ALPHABET:"))**

**guesses+=guess**

**if guess not in word:**

**moves-=1**

**print("WRONG")**

**print("YOU HAVE", moves,"MORE GUESSES")**

**if moves==0:**

**print("YOU LOOSE")**

INPUT &OUTPUT

|  |  |
| --- | --- |
| **ENTER YOUR NAME: VIKHYATI**  **BEST OF LUCK VIKHYATI**  **GUESS THE ALPHABETS:**  **\_**  **\_**  **\_**  **\_**  **\_**  **\_**  **\_**  **\_**  **GUESS THE ALPHABET: o**  **\_**  **o**  **\_**  **\_**  **\_**  **\_**  **\_**  **\_**  **GUESS THE ALPHABET: c**  **c**  **o**  **\_**  **\_**  **\_**  **\_**  **\_**  **\_**  **GUESS THE ALPHABET: a**  **WRONG**  **YOU HAVE 9 MORE GUESSES**  **c**  **o**  **\_**  **\_**  **\_**  **\_**  **\_**  **\_**  **GUESS THE ALPHABET: u**  **c**  **o**  **\_**  **\_**  **u**  **\_**  **\_**  **\_**  **GUESS THE ALPHABET: f**  **WRONG**  **YOU HAVE 8 MORE GUESSES**  **c**  **o**  **\_**  **\_** | **u**  **\_**  **\_**  **\_**  **GUESS THE ALPHABET: t**  **c**  **o**  **\_**  **\_**  **u**  **t**  **\_**  **\_**  **GUESS THE ALPHABET: r**  **c**  **o**  **\_**  **\_**  **u**  **t**  **\_**  **r**  **GUESS THE ALPHABET: y**  **WRONG**  **YOU HAVE 7 MORE GUESSES**  **c**  **o**  **\_**  **\_**  **u**  **t**  **\_**  **r**  **GUESS THE ALPHABET: m**  **c**  **o**  **m**  **\_**  **u**  **t**  **\_**  **r**  **GUESS THE ALPHABET: p**  **c**  **o**  **m**  **p**  **u**  **t**  **\_**  **r**  **GUESS THE ALPHABET: e**  **c**  **o**  **m**  **p**  **u**  **t**  **e**  **r**  **YOU WIN** |

HARDWARE AND SOFTWARE REQUIREMENTS

1. OPERATING SYSTEM : WINDOWS 8.1
2. PROCESSOR : INTEL® CORE™ i3-6006U CPU @ 2.00GHz
3. RAM : 4.00 GB
4. MONITOR 14\*10 inch
5. Key board and mouse
6. Printer : EPSON L380

# SOFTWARE REQUIREMENTS:

* 1. Windows OS
  2. Python 3.x

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