using System;  
using System.Collections.Generic;  
using System.ComponentModel;  
using System.Data;  
using System.Drawing;  
using System.Linq;  
using System.Text;  
using System.Threading.Tasks;  
using System.Windows.Forms;  
  
namespace Hangman  
{  
    public partial class frmHangman : Form  
    {  
        public static string strWord = "";  
        public static int intIncorrectGuesses = 0;  
        public static int length = 0;  
        public Char[] WordArray;  
        public String[] AnswerArray;  
        public static int GoodLetters = 0;  
        public static int BadLetters = 0;  
  
  
        public frmHangman()  
        {  
            InitializeComponent();  
        }  
  
        public void btnAssign\_Click(object sender, EventArgs e)  
        {  
            strWord = txtWord.Text;  
            length = strWord.Length;  
            txtWord.Text = "";  
  
            CreateArray();  
  
            for (int i = 0; i < length; i++)  
            {  
                WordArray[i] = strWord[i];  
            }  
  
            AnswerArray = new string[length];  
  
            for (int i = 0; i < AnswerArray.Length; i++)  
            {  
                AnswerArray[i] = "\_";  
            }  
  
            DisplayArray();  
        }  
  
        public void DisplayArray()  
        {  
            for (int i = 0; i < AnswerArray.Length; i++)  
            {  
                lblAnswer.Text += " " + AnswerArray[i] + " ";  
            }  
            lblBad.Text = intIncorrectGuesses.ToString();  
        }  
        public void CreateArray()  
        {  
            WordArray = new char[length];  
        }  
  
        public void btnCheck\_Click(object sender, EventArgs e)  
        {  
            lblAnswer.Text = "";  
            char Test;  
            Char charLetter;  
            if (Char.TryParse(txtLetter.Text, out charLetter))  
            {  
                for(int counter = 0; counter < WordArray.Length; counter++)  
                {  
                    if (GoodLetters == length)  
                    {  
                        MessageBox.Show("You Win!");  
                    }  
                    else if (BadLetters == length) //does not work currently  
                    {  
                        intIncorrectGuesses += 1;  
                    }  
                    else  
                    {  
                        if (WordArray[counter] == charLetter)  
                        {  
                            AnswerArray[counter] = charLetter.ToString();  
                            GoodLetters += 1;  
                        }  
                        else  
                        {  
                            if (Char.TryParse(AnswerArray[counter], out Test)) //should be changed to search  
                            {  
                                BadLetters += 1;  
                            }  
                            else  
                            {  
                                AnswerArray[counter] = "\_";  
                                BadLetters += 1;  
                            }  
                        }  
                    }  
                      
                }  
  
                if (intIncorrectGuesses == 0)  
                {  
                    picHangman.BackgroundImage = Hangman.Properties.Resources.start;  
                }  
                else if (intIncorrectGuesses == 1)  
                {  
                    picHangman.BackgroundImage = Hangman.Properties.Resources.\_2;  
                }  
                else if (intIncorrectGuesses == 2)  
                {  
                    picHangman.BackgroundImage = Hangman.Properties.Resources.\_3;  
                }  
                else if (intIncorrectGuesses == 3)  
                {  
                    picHangman.BackgroundImage = Hangman.Properties.Resources.\_4;  
                }  
                else if (intIncorrectGuesses == 4)  
                {  
                    picHangman.BackgroundImage = Hangman.Properties.Resources.\_5;  
                }  
                else if (intIncorrectGuesses == 5)  
                {  
                    picHangman.BackgroundImage = Hangman.Properties.Resources.\_6;  
                }  
                else if (intIncorrectGuesses == 6)  
                {  
                    picHangman.BackgroundImage = Hangman.Properties.Resources.\_7;  
                    MessageBox.Show("You Lose!");  
                }  
                DisplayArray();  
  
            }  
            else  
            {  
                MessageBox.Show("Please enter only one character");  
            }  
        }  
    }  
}