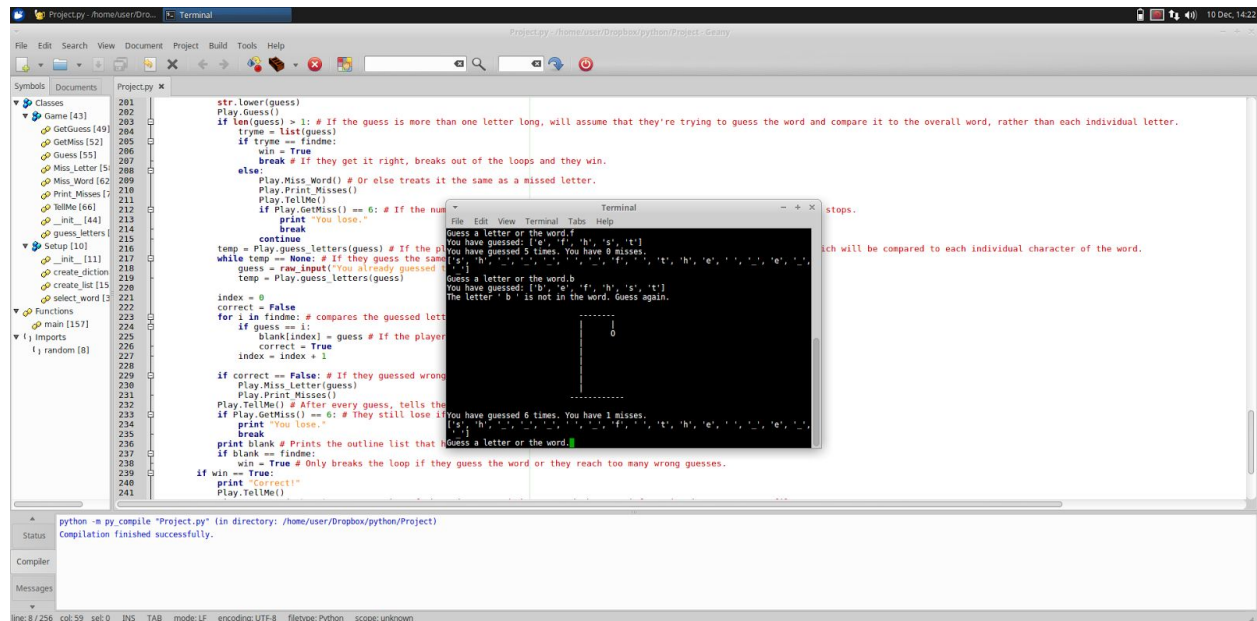


### Python Project Writeup

For my project, I made hangman. Mostly because I couldn't think of another project that had a complex dictionary, but that's unimportant. The program starts by making a class that contains data members and methods for making the dictionary and the word that gets pulled out of it. The dictionary is created by reading a bunch of words from text files and putting those words into a list. Each list is like a "category," like animals and movies, for the player to select which type of word they would want to guess. Each of these lists is put into a dictionary, which is where the complex dictionary goes. The rest of the game is preformed in a while loops so the player can keep playing the game and selecting new categories as long as they want. The player is then prompted to select which category they would like to use. Using that, the class creates a random number (from importing the random library) between zero and the length of the category that they chose and pulls the word at that random location. The creating of the category lists, the addition of each of those to the dictionary, and the pulling of a random word are all done in methods of the class. The word is then broken into a list of its individual characters and a "blank" list is created that is the same length that is shown to the player to see how long the word is and that gets filled in with characters as the player guesses.

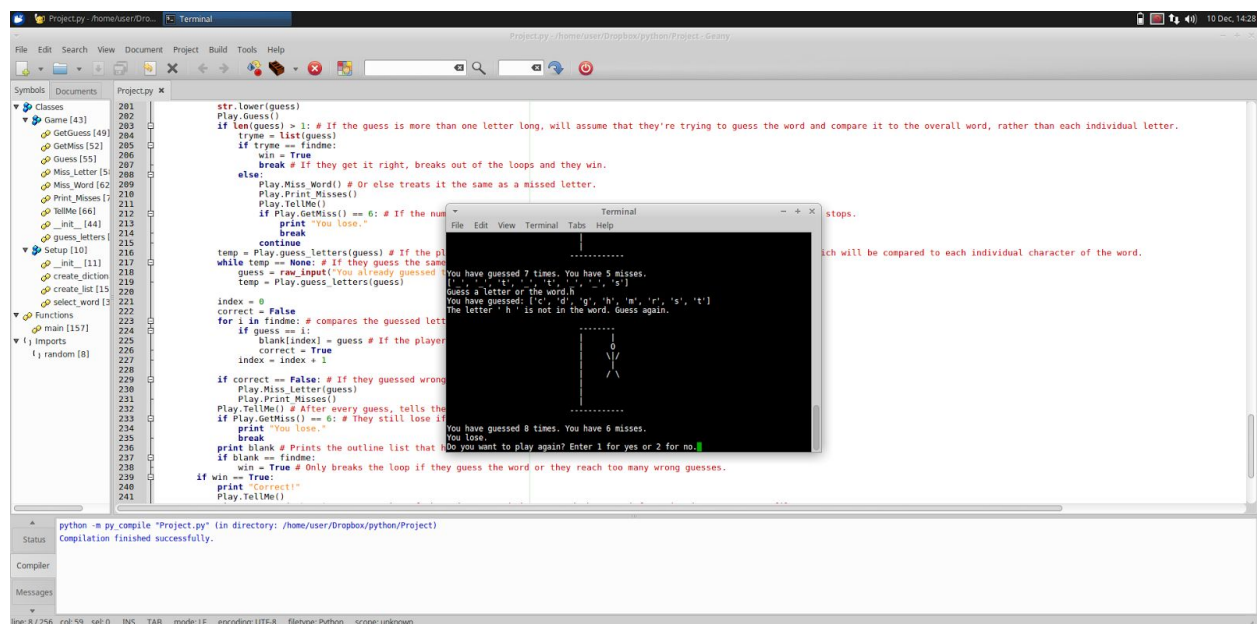
Once the blank list is created, the actual game part starts. A new class is created that tracks data like the amount of guesses and wrong guesses that the player has made, as well as methods for iterating through those variables and printing them to the player. The user is shown the blank list and prompted to guess either a letter or the word. If the length of the guess is longer than 1, then the game compares the guess to the word. If the guess and the word are the same, then they are correct and the loop exits, prompting the player if they want to play again. If they guess wrong, then the number of misses is increased by one and the hangman visual is portrayed. If the player gets to six guesses, then they lose and the loop exits. If the player's guess is only one letter long, then it get compared to each character in the word list with a for loop that compares every letter to the guessed letter, rather than entire word. This is one of the nested loops in the game, that the comparing each letter for loop is in the guessing while loop. If the

guessed character is the same as any character in the word, then that character is added to the blank list so, when printed, shows that letter in the correct location. If the letter is not in the word, then they are incorrect, the misses counter increases, and the hangman is printed again. The game loop ends when the player either guesses the word, gets all of the characters correct, or makes six wrong guesses. The player is prompted to play again and the loop ends if they say no. If the player wins, then a new file is written out with the word that they guessed and how many guesses it took them.



```
201 str.lower(guess)
202 Play.Guess()
203 if len(guess) > 1: # If the guess is more than one letter long, will assume that they're trying to guess the word and compare it to the overall word, rather than each individual letter.
204     tryme = list(guess)
205     if tryme == findme:
206         win = True
207         break # If they get it right, breaks out of the loops and they win.
208     else:
209         Play.Miss_Word() # Or else treats it the same as a missed letter.
210         Play.Print_Misses()
211         Play.TellMe()
212         if Play.GetMiss() == 6: # If the number of misses is 6, they lose.
213             print "You lose."
214             break
215         continue
216 temp = Play.guess_letters(guess) # If the player guesses a letter, it will be compared to each individual character of the word.
217 while temp == None: # If they guess the same letter as one already guessed, it will be compared to each individual character of the word.
218     guess = raw_input("You already guessed that letter. Guess a letter or the word.")
219     temp = Play.guess_letters(guess)
220
221 index = 0
222 correct = False
223 for i in findme: # compares the guessed letter to the word
224     if guess == i:
225         blank[index] = guess # If the player guesses a letter that is in the word, it will be added to the blank list.
226         correct = True
227         index = index + 1
228
229 if correct == False: # If they guessed wrong
230     Play.Miss_Word()
231     Play.Print_Misses()
232     Play.TellMe() # After every guess, tells the player how many misses they have.
233     if Play.GetMiss() == 6: # They still lose if they reach 6 misses.
234         print "You lose."
235         break
236 print blank # Prints the outline list that shows the letters that are in the word.
237 if blank == findme:
238     win = True # Only breaks the loop if they guess the word or they reach too many wrong guesses.
239     print "Correct!"
240     Play.TellMe()
```

python -m py\_compile "Project.py" (in directory: /home/user/Dropbox/python/Project)  
Compilation finished successfully.



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