



A WORDGAME: HANGMAN

一个单词游戏：HANGMAN

Note: Do not be intimidated by this problem! It's actually easier than it looks. We will 'scaffold' this problem, guiding you through the creation of helper functions before you implement the actual game.

提醒：不要被这个问题吓住！它实际上比看上去要简单。我们将为这个问题搭建支架，指导你在真正完成游戏设计之前先创建一些辅助函数。

For this problem, you will implement a variation of the classic wordgame Hangman. For those of you who are unfamiliar with the rules, you may read all about it [here](#). In this problem, the second player will always be the computer, who will be picking a word at random.

这个问题中，你将完成一个经典单词游戏Hangman的一个变形设计。如果你对游戏规则不熟悉，可以点击这里的链接。此处，第二玩家始终是计算机，它会随机选择一个单词（即下文经常用到的secretWord）

In this problem, you will implement a **function**, called hangman, that will start up and carry out an interactive Hangman game between a player and the computer. Before we get to this function, we'll first implement a few helper functions to get you going.

在这个问题中，你将实现函数hangman（最后需要完成的函数，不是这一节的函数），程序将在玩家与计算机之间交互运行。在完成这个函数的设计之前，我们将先创建几个辅助函数。

For this problem, you will need the code files ps3_hangman.py and words.txt. Right-click on each and hit "Save Link As". **Be sure to save them in same directory.** Open and run the file ps3_hangman.py without making any modifications to it, in order to ensure that everything is set up correctly. By "open and run" we mean do the following:

你需要这里提供的两个文件ps3_hangman.py 和 words.txt. 右键点击它们并将它们另存为磁盘文件，放在同一个目录中。打开并运行文件ps3_hangman.py，不要做任何修改，以保证设置的正确运行：

- Go to Canopy. From the File menu, choose "Open".
- Find the file ps3_hangman.py and choose it.
- The template ps3_hangman.py file should now be open in Canopy. Click on it. From the Run menu, choose "Run File" (or simply hit Ctrl + R).
- （加注：运行这个文件，装入词典库，然后能从词典库中随机取一个单词，完成这里的所有问题其实并不需要这么干）

The code we have given you loads in a list of words from a file. If everything is working okay, after a small delay, you should see the following printed out:

我们所给的代码从文本文件wors.txt中装载单词列表，如果运行正常应该可以看到：

```
Loading word list from file...
55909 words loaded.
```

If you see an IOError instead (e.g., "No such file or directory"), you should change the value of the WORDLIST_FILENAME constant (defined near the top of the file) to the **complete** pathname for the file words.txt (This will vary based on where you saved the file). Windows users, change the backslashes to forward slashes, like below.

。。。。如果出现错误，。。。。

For example, if you saved ps3_hangman.py and words.txt in the directory "C:/Users/Ana/" change the line:

WORDLIST_FILENAME = "words.txt" to something like

WORDLIST_FILENAME = "C:/Users/Ana/words.txt"

This folder will vary depending on where you saved the files.

The file ps3_hangman.py has a number of already implemented functions you can use while writing up your solution. You can ignore the code between the following comments, though you should read and understand how to use each helper function by reading the docstrings:

文件 ps3_hangman.py 已经实现了几个函数，你可以直接用于问题的解决，你可以忽略代码中的注释，不过还是建议你读一下：

```
# -----  
# Helper code  
# You don't need to understand this helper code,  
# but you will have to know how to use the functions  
# (so be sure to read the docstrings!)  
.  
.  
.  
# (end of helper code)  
# -----
```

You will want to do all of your coding for this problem within this file as well because you will be writing a program that depends on each function you write.

你可能将自己的代码都写在这个文件里（译注：解答后续的问题，不需要这样，自己机器上调试时可能这样好点）

Requirements

游戏要求：

Here are the requirements for your game:

游戏须是交互式的,游戏的流程应该如下：

1. The computer must select a word at random from the list of available words that was provided in words.txt. The functions for loading the word list and selecting a random word have already been provided for you in ps3_hangman.py. 计算机从单词表中随机的选取一个单词，实现这一点的代码已经提供在文件中
2. The game must be interactive; the flow of the game should go as follows: 游戏须是交互式的,游戏的流程应该如下：

- At the start of the game, let the user know how many letters the computer's word contains. 刚开始时，让用户知道单词的长度（译注即secretWord的长度）
- Ask the user to supply one guess (i.e. letter) per round. 每一轮让用户猜一次（一个字母）
- The user should receive feedback immediately after each guess about whether their guess appears in the computer's word. 用户能得到立即反馈，所猜字母是否是secret单词的字母
- After each round, you should also display to the user the partially guessed word so far, as well as letters that the user has not yet guessed. 每一轮，需要显示已经猜中的部分，以及用户没有猜过的字母

3. Some additional rules of the game: 游戏的额外规则:

- A user is allowed 8 guesses. Make sure to remind the user of how many guesses s/he has left after each round. Assume that players will only ever submit one character at a time (A-Z). 用户可以猜8次。每一轮猜测后提醒他剩余多少次可猜。假设用户总是每次输入一个字母 (A-Z)。
- A user loses a guess **only** when s/he guesses incorrectly. 当用户错误猜测时，猜测次数减少1次。
- If the user guesses the same letter twice, do not take away a guess - instead, print a message letting them know they've already guessed that letter and ask them to try again. 如果用户重复猜了已经猜过的字母，猜测次数不减，提醒他这个字母已经猜过了，并继续猜测。
- The game should end when the user constructs the full word or runs out of guesses. If the player runs out of guesses (s/he "loses"), reveal the word to the user when the game ends. 如果用户猜过的字母拼出了那个单词，游戏结束。如果用户用完猜测次数（未猜中单词），游戏结束并揭示秘密单词。


Sample Output 样例（译注：有两类，仔细看哦，对写代码有好处）

The output of a winning game should look like this...

And the output of a losing game should look like this...

On the next page, we'll break down the problem into logical subtasks, creating helper functions you will need to have in order for this game to work.

隐藏讨论

 新的帖子

这个帖子对所有人可见.

卡到这了

question 在 大约一个月 以前 被 **HungLee** 发布

For example, if you saved `ps3_hangman.py` and `words.txt` in the directory `"C:/Users/Ana/"` change the line:

```
WORDLIST_FILENAME = "words.txt" to something like
```

```
WORDLIST_FILENAME = "C:/Users/Ana/words.txt"
```

![我的:][2]

![结果:][3]

...

+ 展开讨论

这个帖子对所有人可见.

电脑运行了一下 没问题 有点复杂 求简单的答案。。

讨论 在 8 个月 以前 被 **moosk** 发布

6.00 Problem Set 3

Hangman game

#

Helper code

You don't need to understand this helper code,

...

+ 展开讨论

这个帖子对所有人可见.

运行ps3_hangmn.py出错

讨论 在 大约一年 以前 被 **Awestrophic** 发布

No such file or directory: 'words.txt'

+ 展开讨论

这个帖子对所有人可见.

ps3_hangman.py有两个坑就没人提一下么？

讨论 在 大约一年 以前 被 **十六薙夜血** 发布

```
inFile = open(WORDLIST_FILENAME, 'r') wordlist = line.split()
```

+ 展开讨论

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