Programming Project Summer 2014

V1

**Pictionary Game – Word Guessing**

Problem Description: You are tasked to write a menu-driven word-guessing game, where the user types in a word, then can enter guesses for that word, and is given a “CORRECT” or INCORRECT response message for each guess.

A simple menu to run the program should be used, for instance:

Welcome to the Word Guessing Machine

1. Enter a new Secret Word
2. Print Secret Word
3. Attempt a Guess
4. Exit

A word will be stored in a **char** array. You can use large arrays (e.g. size 200) to store the words and the guesses. Your code should allow the user to enter any length of word, with input terminated by EOF (CTRL+Z).

A user should enter their words and guesses as space-separated characters.  
  
Example case: If the user has entered the word “c h a n g e”, they can then choose the Guess option from the main menu to attempt a guess:

**<enter your guess> : c h e n g e**

which should produce the output:  
**INCORRECT GUESS**

The user would then be taken back to the menu.

**Programming Tips:**

* Use a counter while entering letters to keep track of word length.
* You should have two arrays – one for the word and one for the guess.
* Clear the arrays every time a new word is entered, i.e. set all characters to zero.
* Use a single space to represent blank characters, as in: “ “