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Hangman project in python

Introduction: This is a simple Hangman game using Python programming language in Python.

## Milestone 1 Task1

Q: Set up GitHuband environment for the project?

Ans: install VS code, learn command line, file manipulation, set up Github account and create Repo hangman.We will use GitHub to track changes our code and save them online in a GitHup repo.

## Milestone 2 Task1

Q: Define the list of possible words?

Ans:

Step 1: I have created list containing the name of 5 favourite fruits in python.

Step 2: I have assigned this list to a variable called word\_list.

Step3: I did print out the created list to the standard out.

Code:

```python

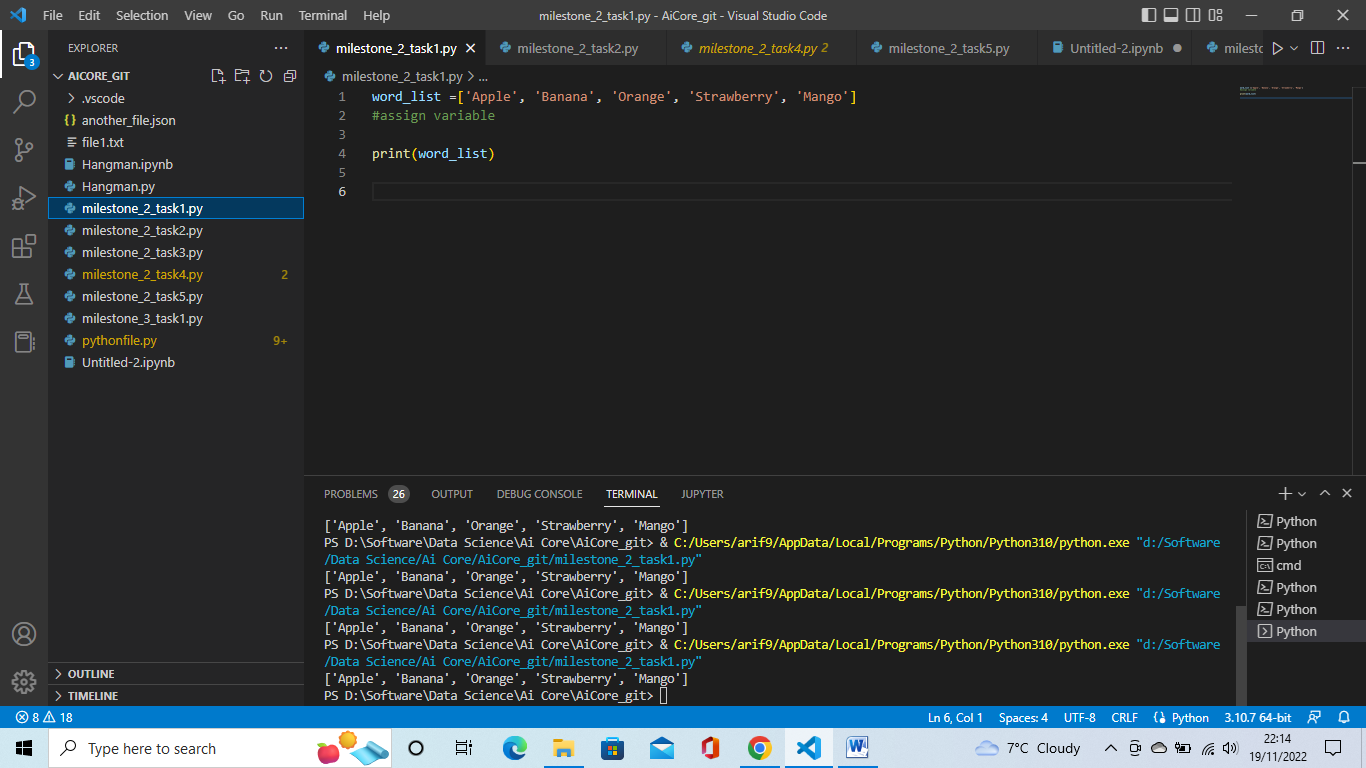
word\_list=['Apple', 'Banana', 'Orange', 'Strawberry', 'Mango']

#assign variable

print(word\_list)

‘’’

Screenshot:



## Milestone2 Task2

Q: Choose a random word from the list?

Ans: I have used random module. The random module is one of python’s built-in modules. It has a choice method which returns a random item from a given sequence.

Step1: I have created new file in python.

Step2: I have written import random on the line

Step3: I have created random.choice method and passed the word\_list variable into the choice method.

Step4: I did assign the randomly generated word to a variable called word.

Step5: Then I did print out the word to the standard output. And I did run the code several times and I can see word is coming randomly.

Code:

```python

importrandom

word\_list=['Apple', 'Banana', 'Orange', 'Strawberry', 'Mango']

random.choice

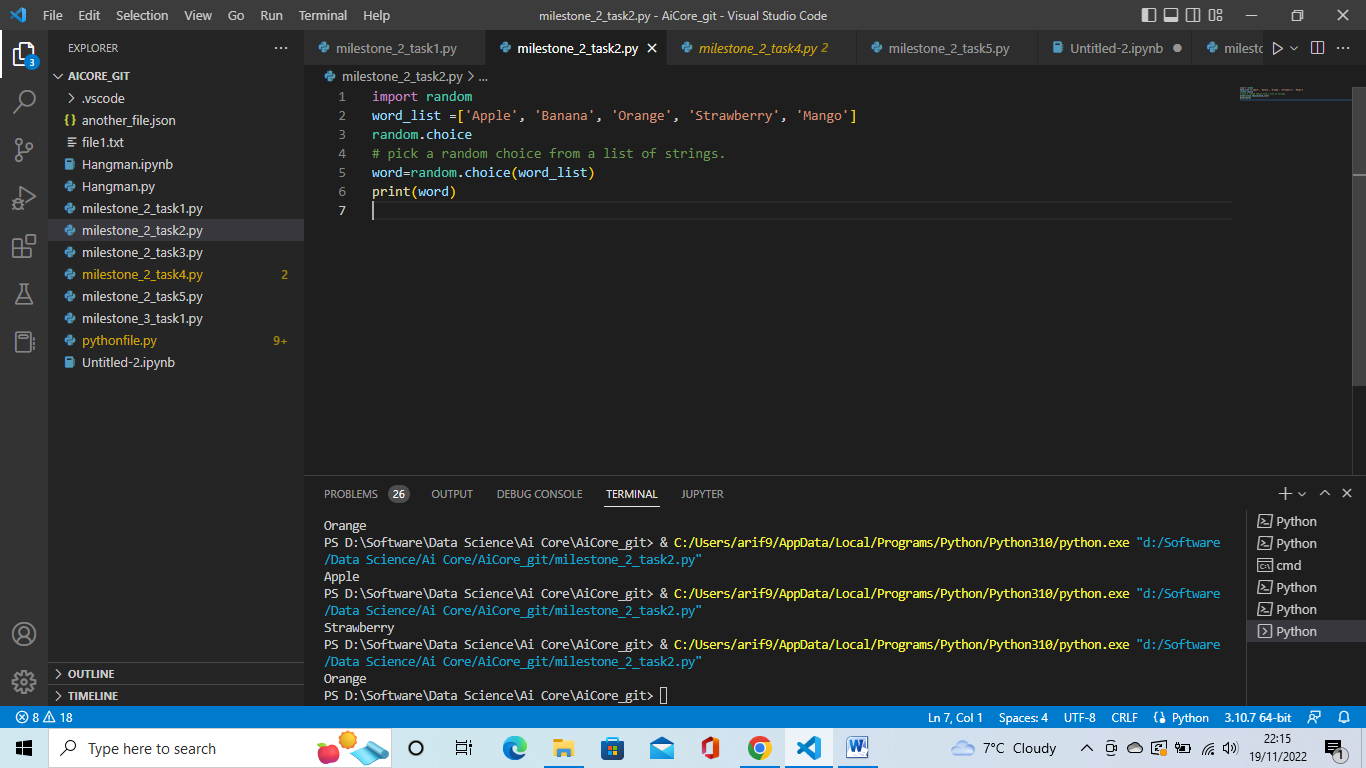
# pick a random choice from a list of strings.

word=random.choice(word\_list)

print(word)

‘’’

Screenshot:



## Milestone 2 Task3

Q:Ask the user for an input?

Ans:

Step1: I have used input function for taking input from the user. Ask the user to enter a single letter.

Step2: I did assign the input to variable called guess.

Code:

‘’’ python

guess=input("Enter a single letter :  ")

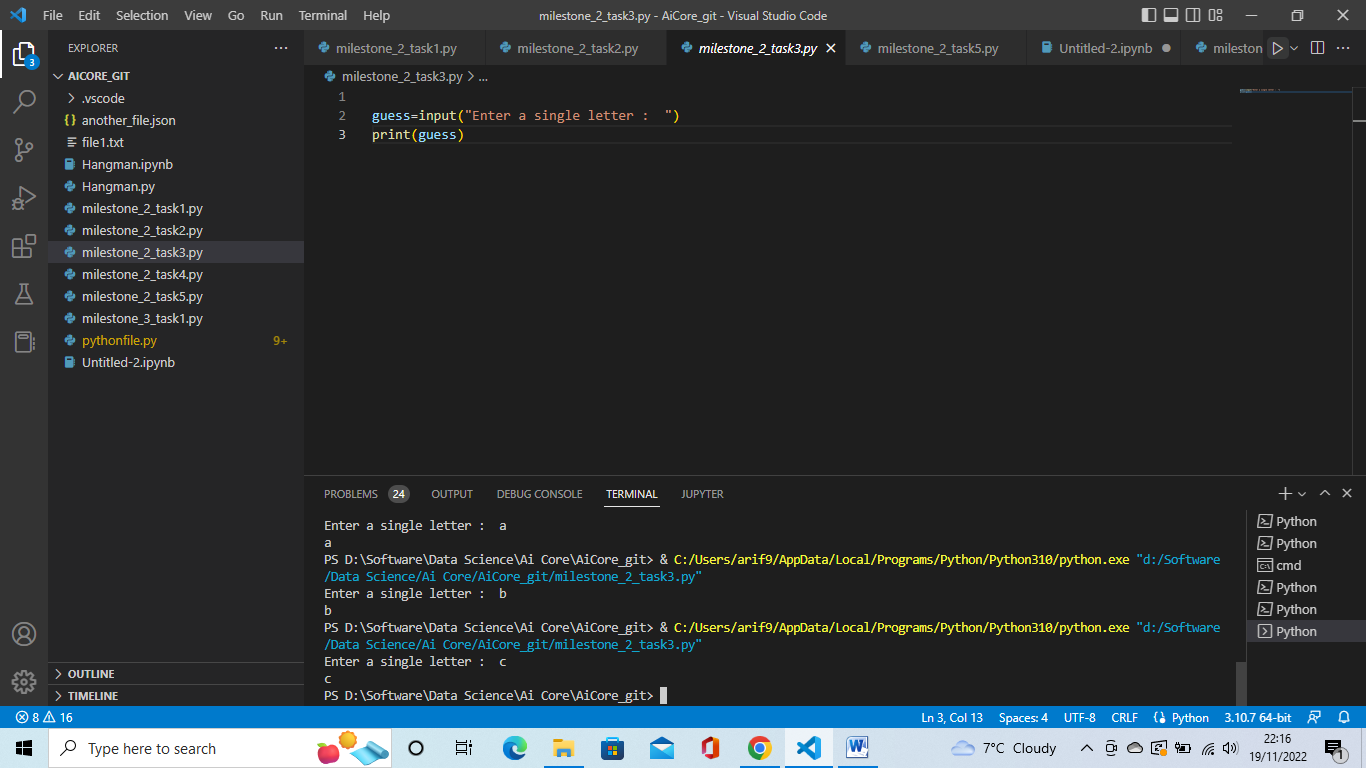
print(guess)

Screenshot:

##Milestone 2 Task 4

Q: Check that input is a single character ?

Ans: Step1: I have if statement and in the input item is equal to 1 and the input is an alphabet.



##Milestone 2 Task4

Q: Check that the input is a single character?

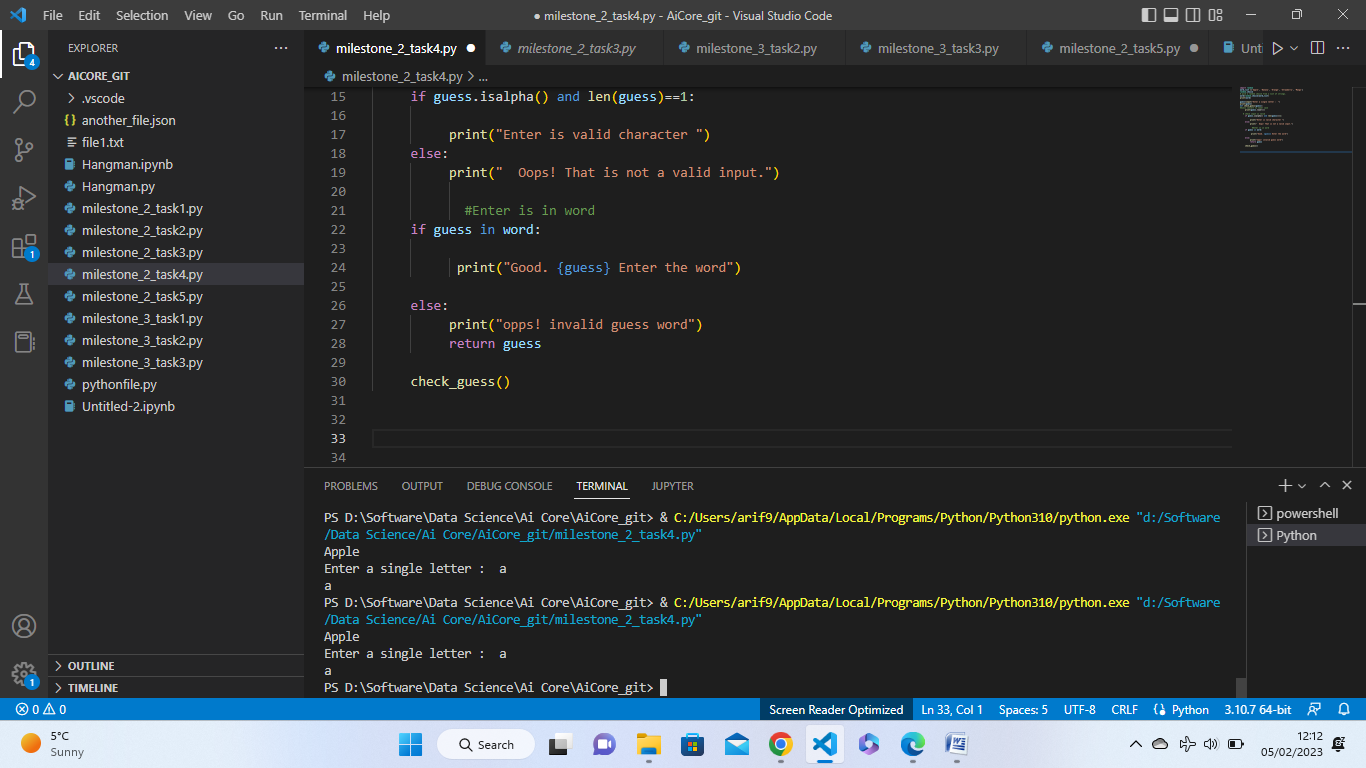
Ans:

Step1: I have created if statement input guess is equal to 1 and the input is an alphabet.

Step2: If the if statement is true then print good guess.

Step3: if the if statement is not true then else block print opps that is not a valid input.

Screen shot:



##Milestone 3 task1

Q: Iteratively check if the input is valid guess

Ans:

Step1: Create a while loop and set condition is true.

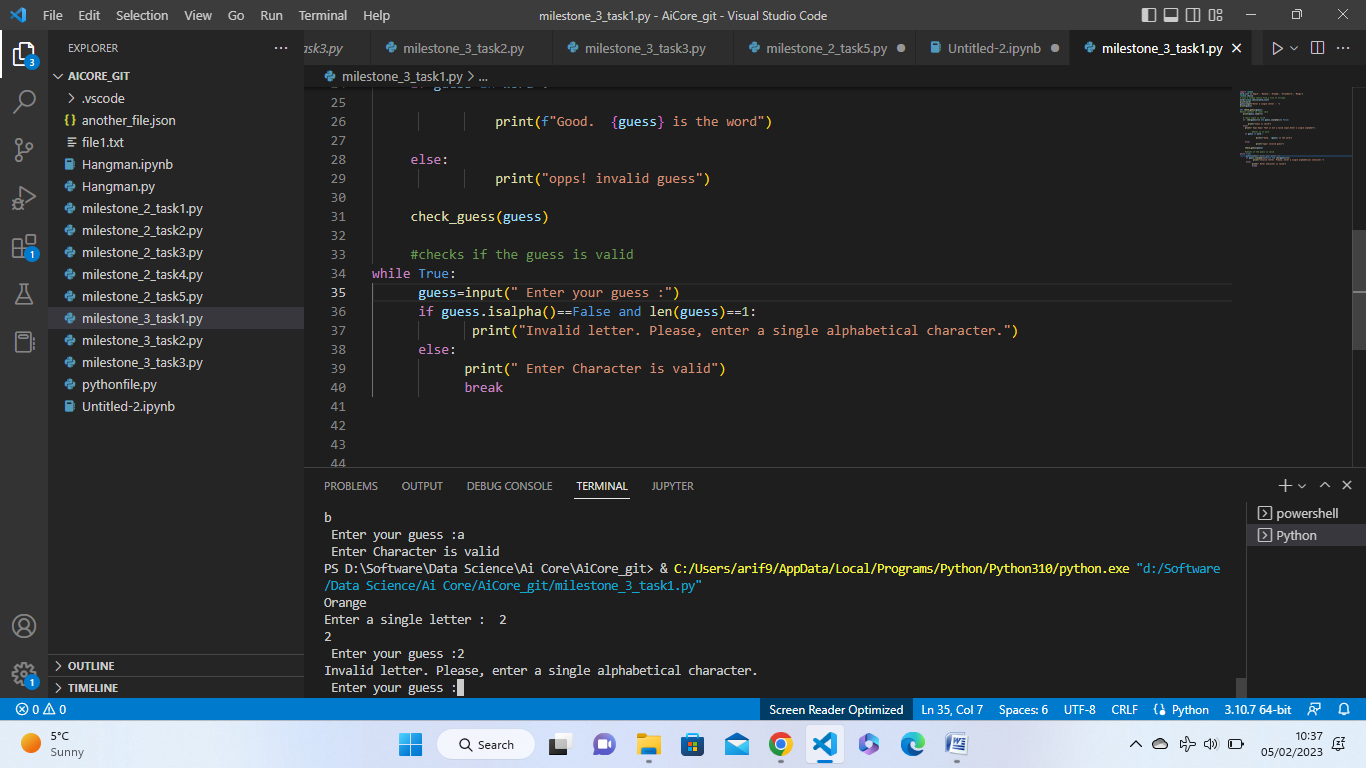
Step2: Ask for user assign variable is called “guess”.

Step3: Check the condition guess is a single , alphabet character.

Step4: If the guess passes the checks then break out of the loop.

Step5: if the guess does not pass the checks then print “ Invalid letter, enter a single alphabetic Character.

Screen shot:



Milestone 3 task2:

Q: Check whether guess is in the word?

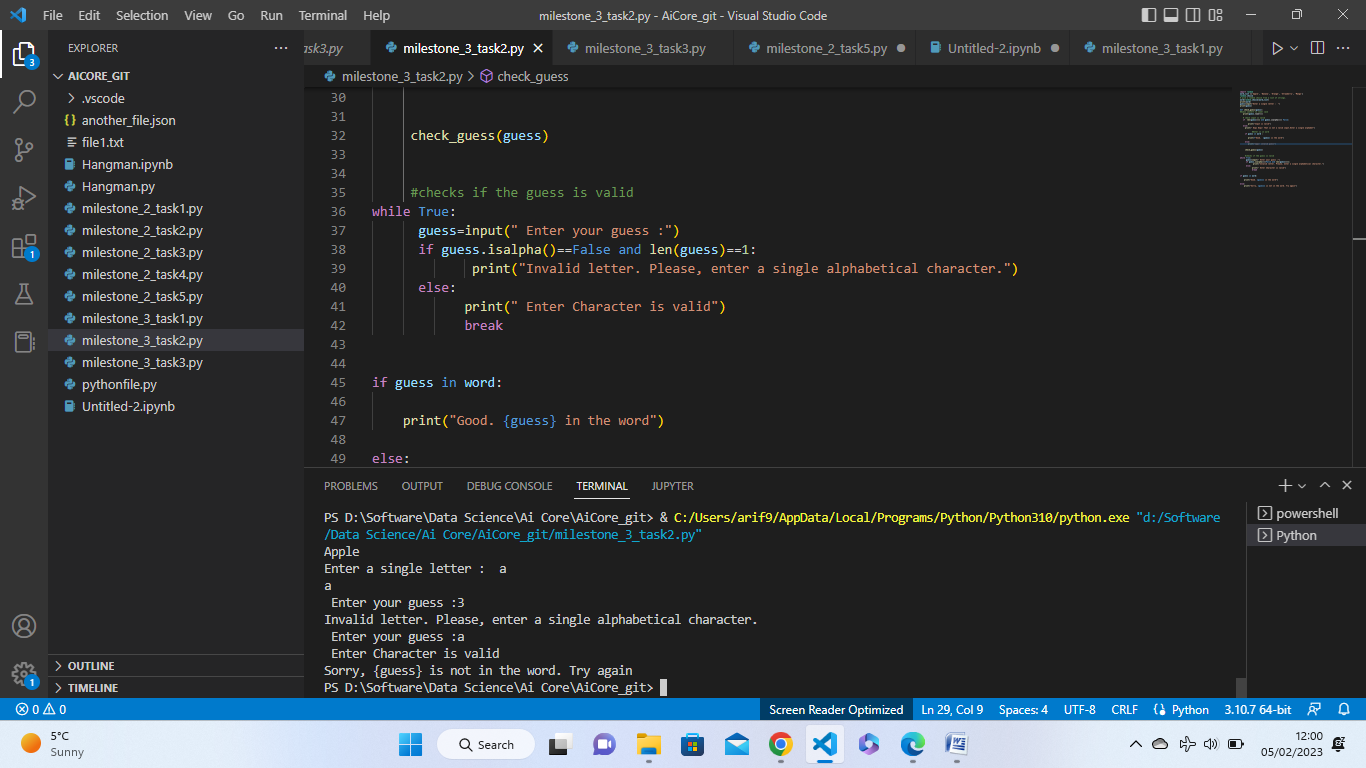
Ans:

Step1: I have created an if statement for checking if the guess is in the word

Step2: if the if statement is guess then print “Good guess! {guess} is in the word

Step3: and I have created else book and print the message “sorry guess is not the word, try again”

Screen Shot:



Milestone 3 task3

Q:Create the function to run the checks?

Ans: Step1: Define a function called check\_guess() and pass a guess as parameter.

Step2: Convert the guess into lower case.

Step3: Move to code check if the guess is in the word into this function into ask\_for\_input()

The ask\_for\_input function

Step1: Define a function called ask\_for\_input()

Step2: Move that code that wrote into Iteratively check if the input is valid guess task into this function block.

Step3: Outside the while loop, within this function call the check\_guess function to check if the guess is in the word and pass guess as a argument to the method.

Step4: Outside the function, call the ask\_for\_input() to test your code.

Screen Shoot:

