# **Project Report**

Project: HANGMAN GAME

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**Introduction**: The Hangman program randomly selects a secret word from a list of secret words. The random module will provide this ability, so line 1 in program imports it. Hangman is a popular word game in which one player (the "chooser") chooses a secret word and another player (the "guesser") attempts to guess the word one letter at a time. If a guessed letter appears in the word, all instances of it are revealed. If not, the guesser loses a chance. If the guesser figures out the secret word before he or she runs out of chances, he or she wins. If not, the player who chose the word wins.

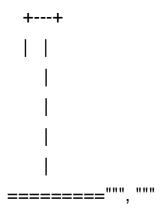
### **Project Setup:**

- 1. The Hangman program randomly selects a secret word from a list of secret words. The random module will provide this ability, so line 1 in program imports it.
- 2.The Game: Here, a random word (a fruit name) is picked up from our collection and the player gets limited chances to win the game.
- 3. When a letter in that word is guessed correctly, that letter position in the word is made visible. In this way, all letters of the word are to be guessed before all the chances are over.
- 4. For convenience, we have given length of word + 2 chances. For example, word to be guessed is mango, then user gets 5 + 2 = 7 chances, as mango is a five letter word.

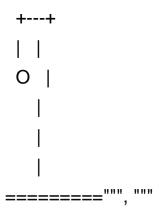
## Code in text form-

import random

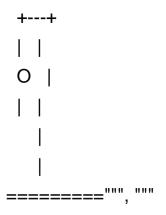
hang = ["""
H A N G M A N - Fruit Edition



HANGMAN-Fruits Edition



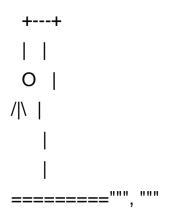
#### HANGMAN-Fruits Edition



HANGMAN-Fruits Edition



HANGMAN-Fruits Edition



HANGMAN-Fruits Edition

```
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HANGMAN-Fruits Edition
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def getRandomWord():
   words = ['apple', 'banana', 'mango', 'strawberry', 'cherry', 'orange',
'grape', 'pineapple', 'apricot',
'lemon', 'coconut', 'watermelon', 'cherry', 'papaya', 'berry', 'peach', 'lychee', 'muskmelon', 'avocado', 'almond']
   word = random.choice(words)
```

return word

```
def displayBoard(hang, missedLetters, correctLetters, secretWord):
  print(hang[len(missedLetters)])
  print()
  print('Missed Letters:', end=' ')
  for letter in missedLetters:
     print(letter, end=' ')
  print("\n")
  blanks = '_' * len(secretWord)
  for i in range(len(secretWord)): # replace blanks with correctly guessed
letters
     if secretWord[i] in correctLetters:
        blanks = blanks[:i] + secretWord[i] + blanks[i+1:]
  for letter in blanks: # show the secret word with spaces in between each
letter
     print(letter, end=' ')
  print("\n")
def getGuess(alreadyGuessed):
  while True:
     guess = input('Guess a letter: ')
     guess = guess.lower()
     if len(guess) != 1:
        print('Please enter a single letter.')
     elif guess in alreadyGuessed:
```

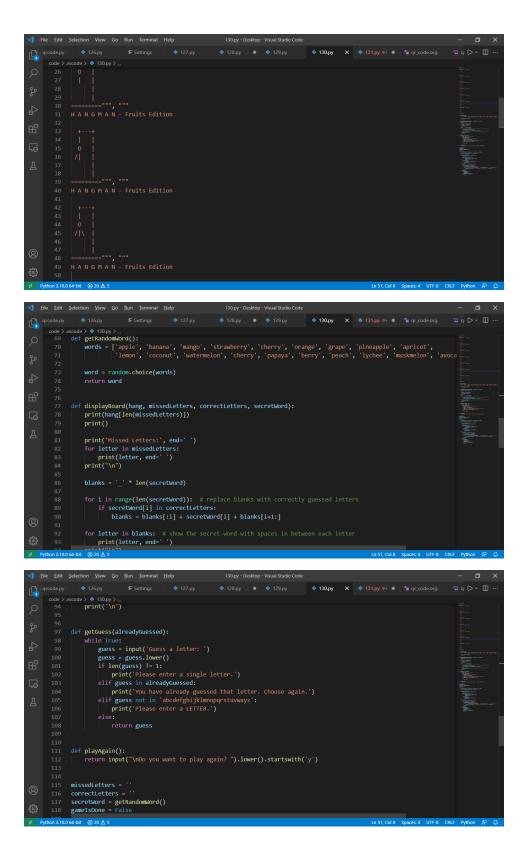
```
print('You have already guessed that letter. Choose again.')
     elif guess not in 'abcdefghijklmnopqrstuvwxyz':
       print('Please enter a LETTER.')
     else:
       return guess
def playAgain():
  return input("\nDo you want to play again? ").lower().startswith('y')
missedLetters = "
correctLetters = "
secretWord = getRandomWord()
gameIsDone = False
while True:
  displayBoard(hang, missedLetters, correctLetters, secretWord)
  guess = getGuess(missedLetters + correctLetters)
  if guess in secretWord:
     correctLetters = correctLetters + guess
     foundAllLetters = True
     for i in range(len(secretWord)):
       if secretWord[i] not in correctLetters:
          foundAllLetters = False
          break
```

```
if foundAllLetters:
       print('\nYes! The secret word is "' +
           secretWord + ""! You have won!")
       gameIsDone = True
  else:
     missedLetters = missedLetters + guess
     if len(missedLetters) == len(hang) - 1:
       displayBoard(hang, missedLetters,
               correctLetters, secretWord)
       print('You have run out of guesses!\nAfter ' + str(len(missedLetters))
+ ' missed guesses and ' +
           str(len(correctLetters)) + 'correct guesses, the word was "'+
secretWord + '"')
       gameIsDone = True
  if gameIsDone:
     if playAgain():
       missedLetters = "
       correctLetters = "
       gameIsDone = False
       secretWord = getRandomWord()
     else:
       Break
```

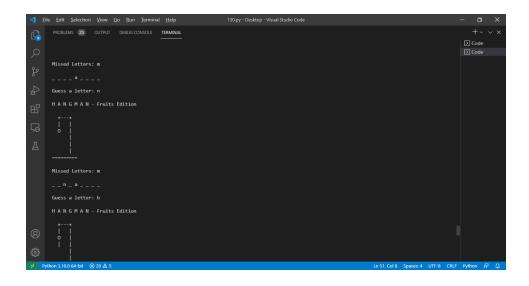
#### Screenshot of code-

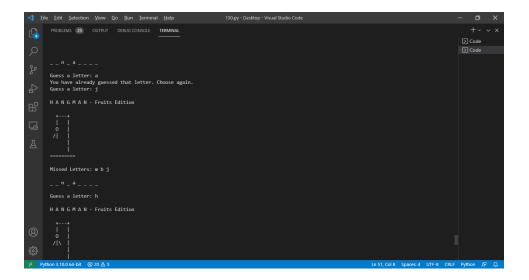
✓ Python 3.10.0 64-bit ⊗ 20 ▲ 5

Ln 51, Col 8 Spaces: 4 UTF-8 CRLF Python 👂 🚨



# Screenshot of the successfulluy running project-





#### **CONCLUSION-**

In this game we might guess names of cities, or athletes, or fictional characters, or top forty song titles the list is endless. We wll be writing a program to play a "guess a word letter-by-letter" version of hangman as shown above. We will also be doing some statistical analysis of the words used in the Hangman game.

## **REFRENCES-**

- 1. https://www.wikihow.com/Play-Hangman
- 2. How to Play Hangman



# THANK YOU