

Text Input checking with Hangman

len(string) and **find(word, letter to find)**

Parameters for System: Compare two values

First value: Enter the first value to compare. This condition does not pick any objects - it is a simple value comparison.

First value:

Comparison:

Second value:

Buttons: Cancel, [Help](#), [Find Expressions](#), Back, Done

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Search

▼ hangman

▼ Layouts

■ GAME

■ WIN

■ LOSE

▼ Event sheets

■ Event sheet 1

Scripts

▼ Object types

■ answer

■ enteraletter

└ hangman

■ Keyboard

✂ Sprite

you win Sprite2

■ TextInput

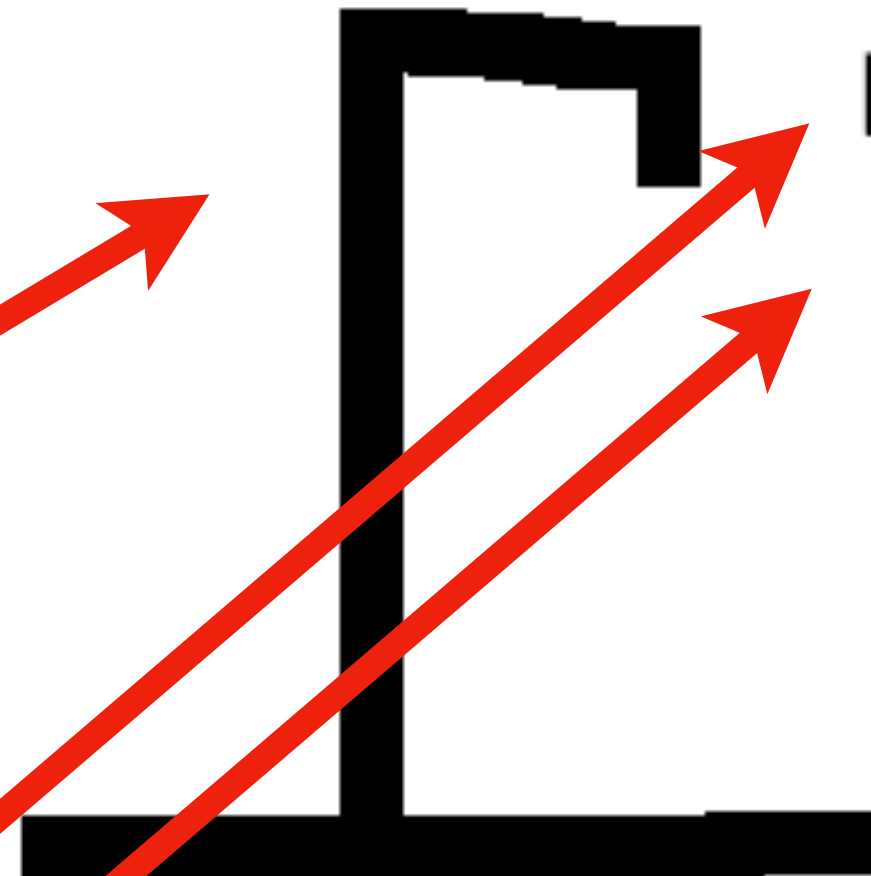
■ textletterscorrect

■ textletterswrong

you lose youlose

Families

sprite (7 frames)



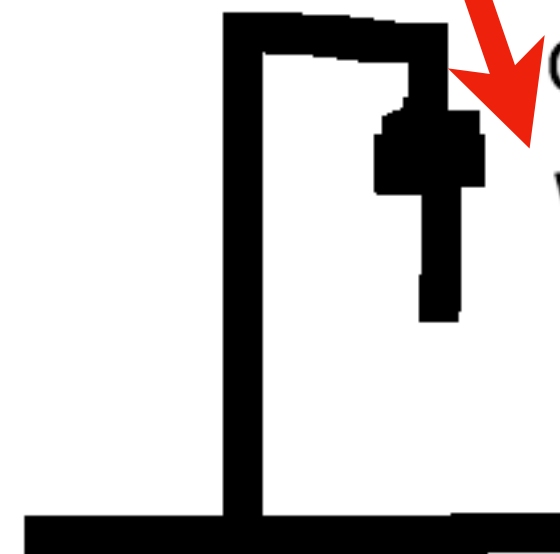
Letters correct:

Letters wrong:

ENTER A LETTER:

text input box for 1 letter

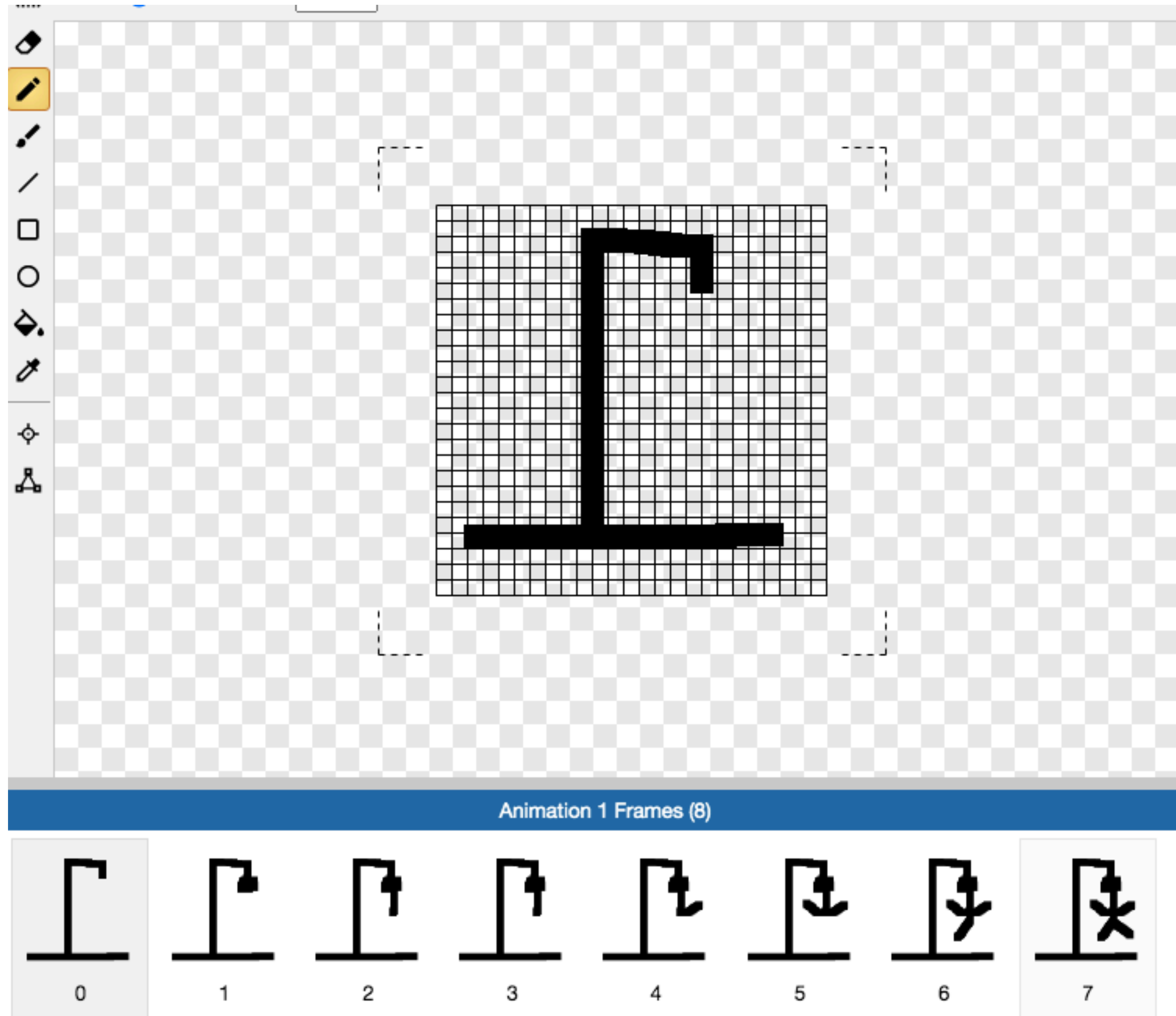
🌐 Global string wrongLetters =	<i>the wrong letters the user already typed</i>
🌐 Global string correctLetters =	<i>the correct letters the user already typed</i>
ENTER THE WORD YOU WANT TO USE FOR HANGMAN	
🌐 Global string word =	dog



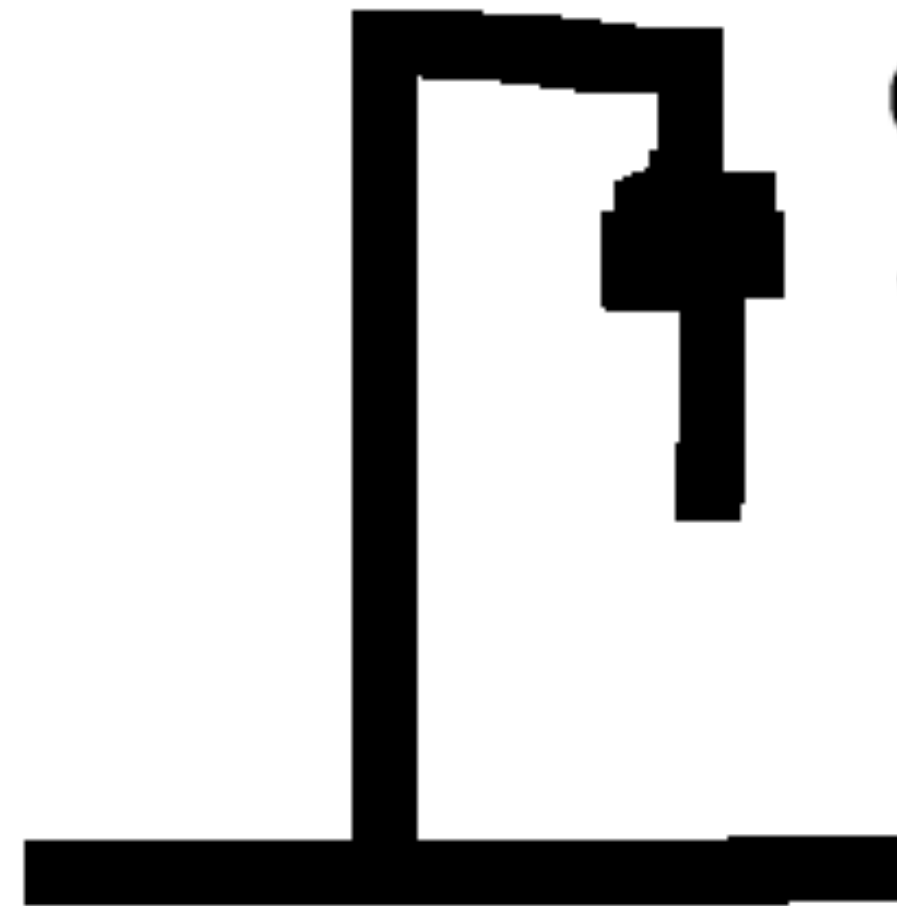
CORRECT: d
WRONG: fr

ENTER A LETTER:

there are 3 global variables
correctLetters (correct letters the user typed)
wrongLetters (incorrect letters user typed)
word (the word you are trying to guess)



7 frames (1 for each wrong guess)
if you reach frame 7, you lose



CORRECT: d

WRONG: fr

show correct guesses (showing correctLetter global string variable)

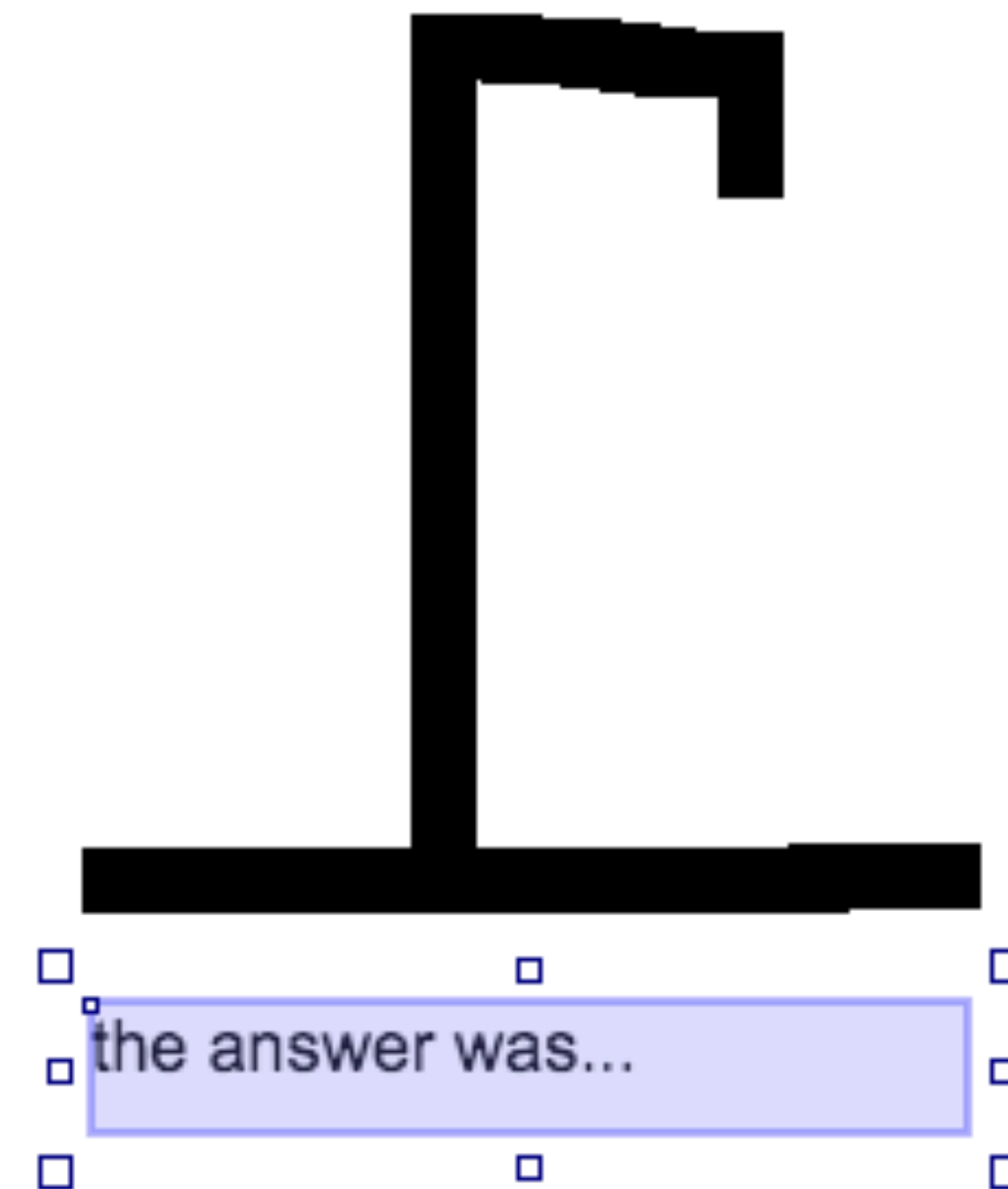
show wrong guesses (showing wrongLetter global string variable)

ENTER A LETTER:

user can only type 1 letter
and presses enter to submit

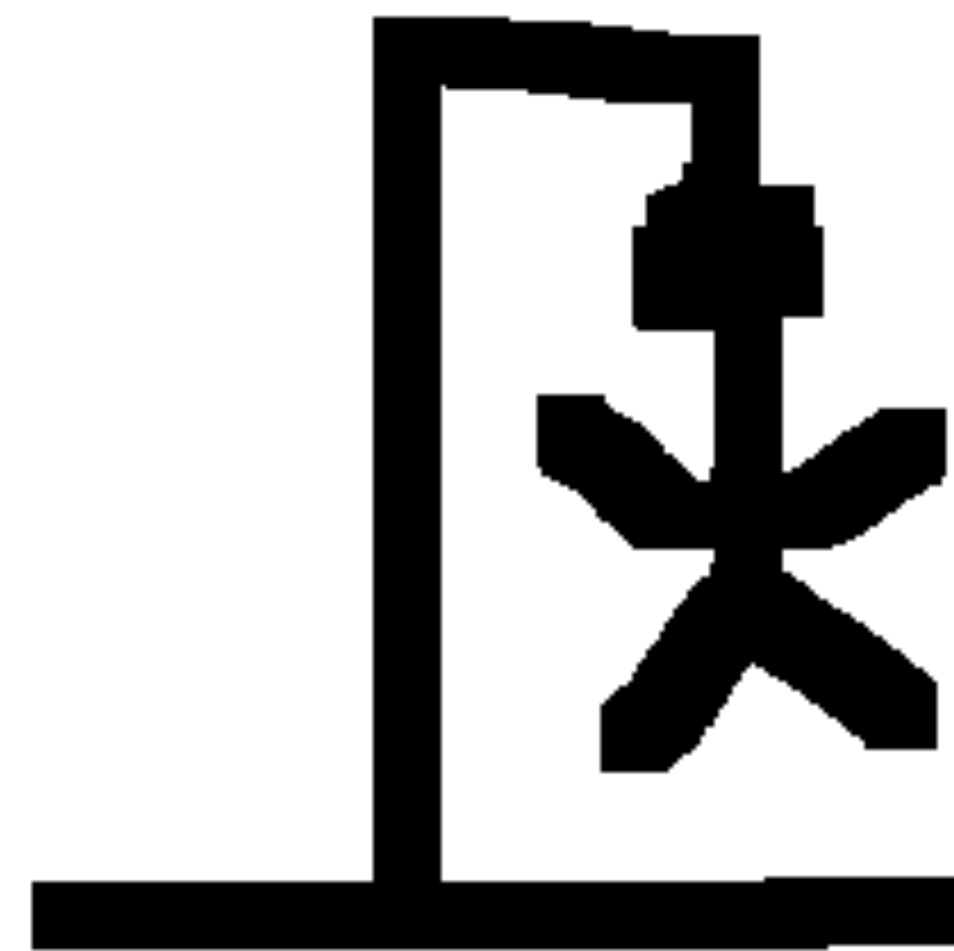
win screen (layout)

YOU
WIN

A simple black stick figure with its arms raised in a 'V' shape, indicating a win or celebration.

shows the word global variable

you
lose



the answer was...

shows the word global variable

PRESSED ENTER AFTER ENTERING TEXT

→  Key... On **Enter** pressed

**this checks if user pressed
enter**

⚙ Syst...

Else

```
alert("You already tried that letter")
```

alert("") is javascript code that pops up a box

**I use it to tell the user that you already tried
(to add it, right click the add action box -> add javascript_**

see if a letter is inside text

dop2000

3 years ago



Joined 26 May, 2016
83 topics • 8,083 posts



jhempstead1234

see the second comment in this post.

Use "System->Compare two values"

first value: Find(text1, text2)

comparison: Not equal to

second value: -1



Parameters for System: Compare two values



First value: Enter the first value to compare. This condition does not pick any objects - it is a simple value comparison.

First value

`find(correctLetters, TextInput.Text)`

word

text searching for inside word

Comparison

= Equal to

Second value

-1

equal to -1 means False (can't find text),
not equal to -1 means True (found the text)

Cancel

[Help](#)

[Find Expressions](#)

Back

Done

**ex) if you're looking for if
'banana' has 'nana'**

find('banana', 'nana')

=Not Equal to

-1

Make sure did not already try that letter

⚙ Syst... `find(correctLetters, TextInput.Text) = -1`

⚙ Syst... `find(wrongLetters, TextInput.Text) = -1`

SEE IF LETTER EXISTS IN THE WORD

**check if user already typed a letter
ex) typed 'd' -> correct -> add d to
correctLetters -> type 'd' again -> alert "you
already typed that letter"**

WIN CONDITION - number of letters for word and correct Letters variable is the same



System

`len(correctLetters) = len(word)`



System

Go to  **WIN**

Add action

LOSE CONDITION - hangman picture is all drawn (7 frames)

WIN CONDITION - number of letters for word and correctLetters variable is the same



System

len(correctLetters) = len(word)



System

Go to WIN

Add action

check if won

by seeing if same amount of letters
for correctLetters variable
and
the word

ex)

word: dog

correctLetters: gdo

both have 3 letters = win

Parameters for System: Compare two values

First value: Enter the first value to compare. This condition does not check any objects - it is a simple value comparison.

First value len(correctLetters)

Comparison = Equal to

Second value len(word)

Cancel

[Help](#)

[Find Expressions](#)

Back

Done

ex) check if banana has 6 letters

**len("banana")
= Equal to
6**

3 TASKS: complete 1 action and 2 events


fill in this action

fill in this event


fill in this event


11

LOSE CONDITION - hangman picture is all drawn (7 frames)

 hangman

Animation frame = 7

 System

Go to  **LOSE**


when the frame is 7 (guy is hanged) show the lose screen

Add action


Add...

12


show the correct and incorrect letters

 System

Every tick

 textlett...

Set text to "CORRECT: "&correctLetters

 textlett...


Set text to "WRONG: "&wrongLetters

show the used letters in the text object


Add action

Add...

13

 System

LayoutName = "WIN"

 answer


Set text to "The answer was "&word

Add action


show the correct answers

Add...

14

 System

LayoutName = "LOSE"

 answer

Set text to "The answer was "&word

Add action

Add...

Add event

Add...

T

extra tasks

- 1) ask the user for the word they want to use for hangman (new layout before game starts)**
 - "Enter word to use for guessing in hangman"**
- 2) type to guess the letters in a 2 word crossword puzzle**
 - each letter will be in a new text input box**
 - check by just seeing if the letter is correct using system -> compare 2 fields -> equal to**