# Text Input checking with Hangman
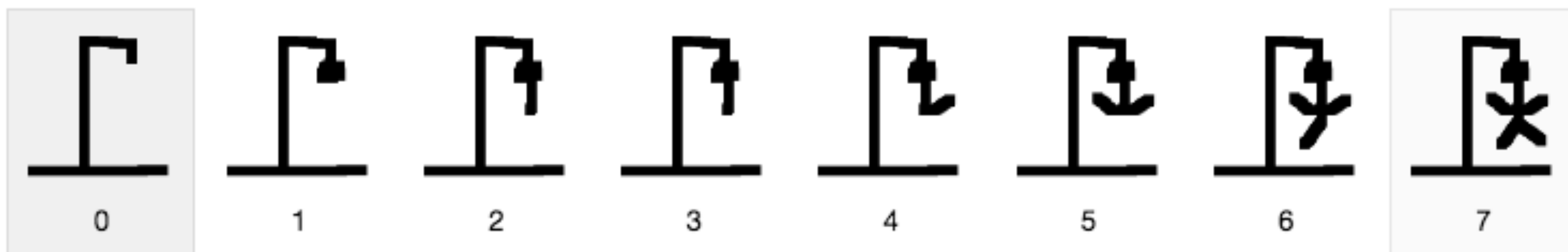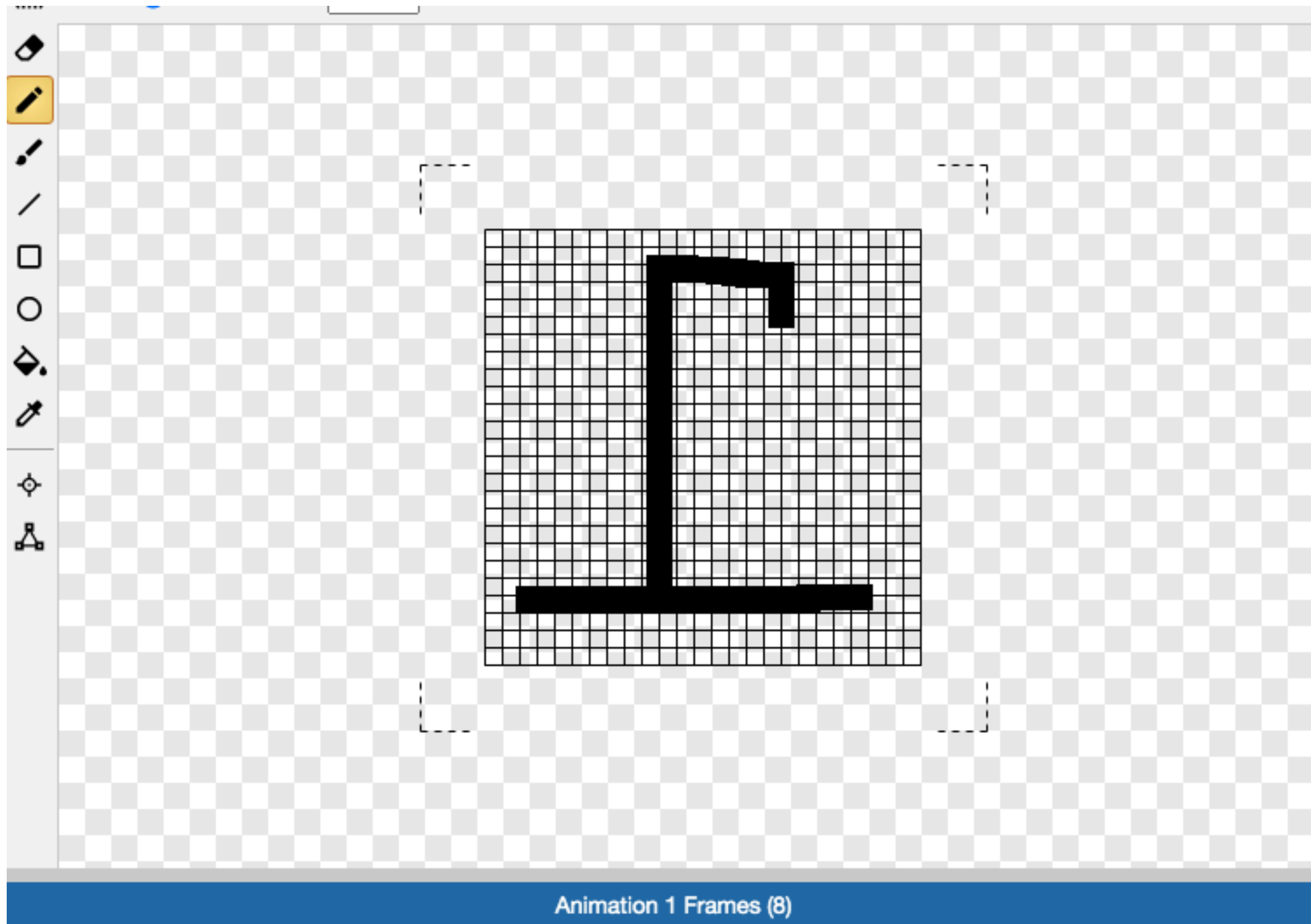
**len(string) and find(word, lettertofind)**
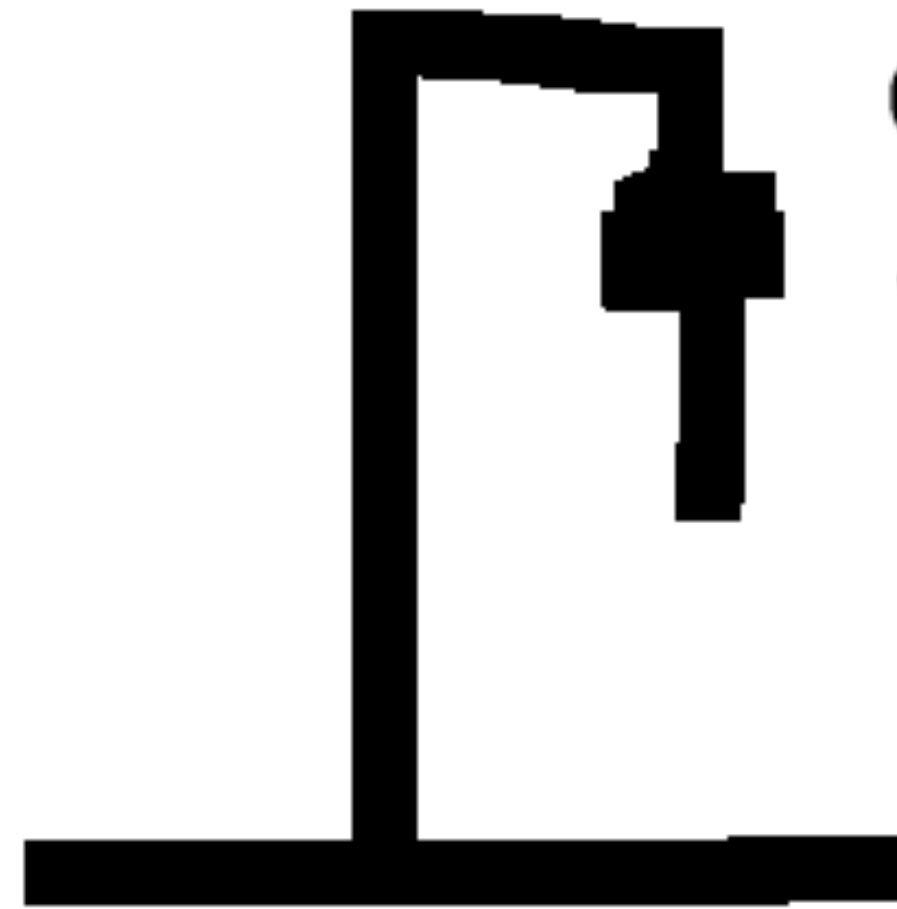
Letters correct:

Letters wrong:

ENTER  A LETTER:

Animation 1 Frames (8)

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |

CORRECT: d

WRONG: fr

ENTER A LETTER: o

YOU WIN
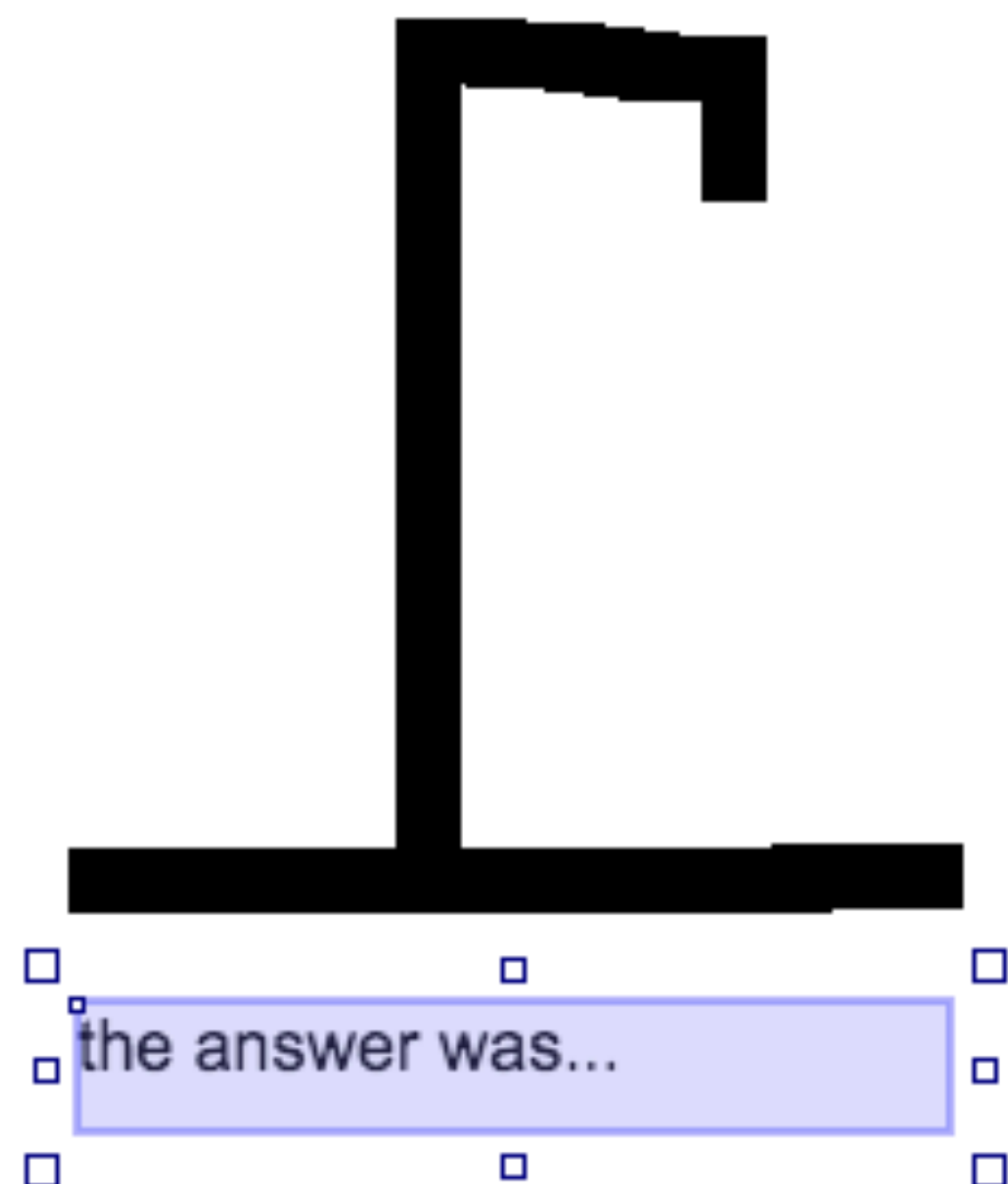
the answer was...
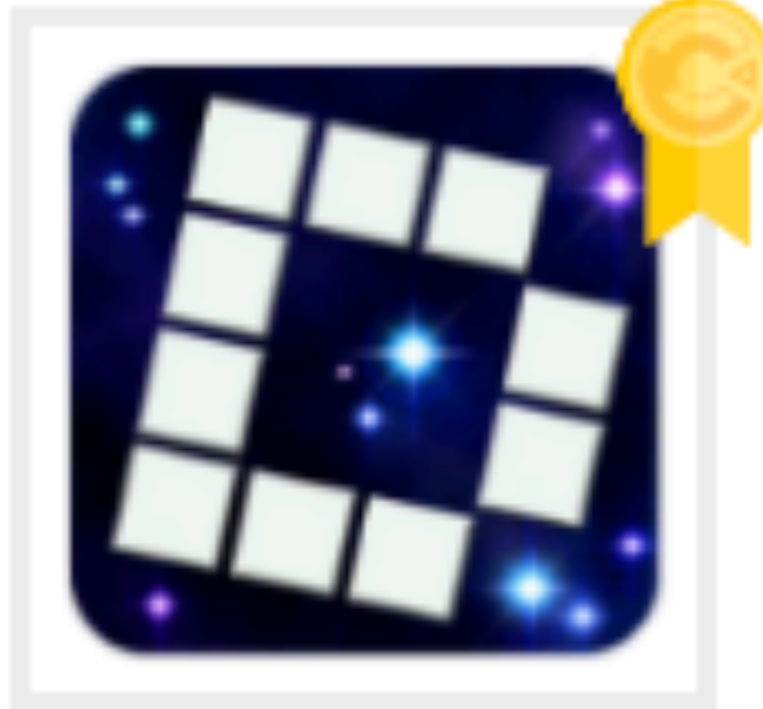
the answer was...

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👍 1 👎

👤 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

**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)`

Comparison | = Equal to ⌄

Second value | -1

Cancel    Help    Find Expressions    Back    **Done**

Set **wrongLetters** to wrongLetters & TextInput.Text

**WIN CONDITION** - number of letters for word and correctLetters 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

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

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← 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    len(correctLetters)

Comparison    = Equal to    ⌄

Second value    len(word)

Cancel    Help    Find Expressions    Back    **Done**

🌐 *Global string* **wrongLetters** =                           *the wrong letters the user already typed*

🌐 *Global string* **correctLetters** =                        *the correct letters the user already typed*

ENTER THE WORD YOU WANT TO USE FOR HANGMAN

🌐 *Global string* **word** = dog

▼ **TASK: set max length of text input to be 1 letter**

| | → ⚙ System | On start of layout | Add action | Add... |

Add event to 'TASK: set max length of text input to be 1 letter'         Add to 'TASK: set max length of text input to be 1 letter'...

PRESSED ENTER AFTER ENTERING TEXT

| 3 ▼ | → ⌨ Keyboard | On **Enter** pressed | Add action | Add... |

Make sure did not already try that letter

| 4 | ⚙ System | find(correctLetters, TextInput.Text) = -1 | Add action | Add... |
| ▼ | ⚙ System | find(wrongLetters, TextInput.Text) = -1 | | |

SEE IF LETTER EXISTS IN THE WORD

IF LETTER DOES NOT EXIST, THEN ADD TO HANGMAN PICTURE

▼ **TASK: check if letter in the text input is one of the letters in the word**

| 6 | | | ⚙ System | Set **correctLetters** to *correctLetters & TextInput.Text* |
| | | | 🔤 TextInput | Set text to "" |
| | | | Add action | |

| 7 | ⚙ System | Else | ⌐ hangman | Set animation frame to **hangman.AnimationFrame+1** |
| | | | ⚙ System | Set **wrongLetters** to *wrongLetters & TextInput.Text* |
| | | | 🔤 TextInput | Set text to "" |
| | | | Add action | |

Add event to 'TASK: check if letter in the text input is one of the letters in the word'    Add to 'TASK: check if letter in the text input is one of the letters in the word'...

| 8 | ⚙ System | Else | alert("You already tried that letter") |
| | | | 🔤 TextInput | Set text to "" |
| | | | Add action | |

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

▼ **TASK: check if guessed all correct letters by checking length of correctLetters and word is the same**

| 10 | | | ⚙ System | Go to 🔲 **WIN** |

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

| 11 | ⌐ hangman | Animation frame = 7 | ⚙ System | Go to ▣ **LOSE** |
|----|-----------|---------------------|----------|------------------|
|    |           |                     |          | Add action |

**show the correct and incorrect letters**

| 12 | ⚙ System | Every tick | 🔤 textlett... | Set text to "*CORRECT:* "&correctLetters |
|----|----------|------------|----------------|----------------------------------------|
|    |          |            | 🔤 textlett... | Set text to "*WRONG:* "&wrongLetters |
|    |          |            |                | Add action |

| 13 | ⚙ System | LayoutName = "WIN" | 🔤 answer | Set text to "*The answer was* "&word |
|----|----------|--------------------|----------|---------------------------------------|
|    |          |                    |          | Add action |

| 14 | ⚙ System | LayoutName = "LOSE" | 🔤 answer | Set text to "*The answer was* "&word |
|----|----------|---------------------|----------|---------------------------------------|
|    |          |                     |          | Add action |

Add event

Search

▼ ⬙ hangman
  ▼ 📁 Layouts
      ▣ GAME
      ▣ WIN
      ▣ LOSE
  ▼ 📁 Event sheets
      ▤ Event sheet 1
  📁 Scripts
  ▼ 📁 Object types
      T: answer
      T: enteraletter
      ⌐ hangman
      ⌨ Keyboard
      ⚰ Sprite
      YOU WIN Sprite2
      a] TextInput
      T: textletterscorrect
      T: textletterswrong
      YOU LOSE youlose
  📁 Families