

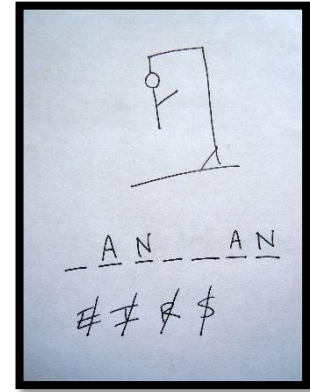
The Hangman Game

A QUICK INTRODUCTION ABOUT THE HANGMAN GAME:

Hangman is an old school favorite, a word game where the goal is simply to find the missing word or words.

In 17th and 18th century Europe, criminals who were sentenced to death by hanging could demand the "Rite of Words and Life."

In the "Rite of Words and Life" a criminal to be hanged was strung up over a 5 legged stand, and a board with a series of short ropes representing a word was displayed. The Executioner would pick the word, and would use charcoal to mark correctly guessed letters on the dashes of the board, and incorrect letters to the side. At every incorrect guess the executioner would use a sledge hammer or axe to knock away a single leg of the stand. 5 wrong guesses, and the criminal was hanged. If the entire word was filled in correctly or guessed, the condemned would be set free from that sentence and not tried again on that crime.



HOW TO PLAY HANGMAN:

- You will be presented with a number of blank spaces representing the missing letters you need to find.
- Use the keyboard to guess a letter (I recommend starting with vowels).
- If your chosen letter exists in the answer, then all places in the answer where that letter appear will be revealed.
- After you've revealed several letters, you may be able to guess what the answer is and fill in the remaining letters.
- Be warned, every time you guess a letter wrong you loose a life and the hangman begins to appear, piece by piece.
- Solve the puzzle before the hangman dies.

1855 DHRUVI SWADIA FYDS

```

+---+
|   |
|   |
|   |
|   |
===== " ", ""
H A N G M A N

```

```

+---+
|   |
0   |
    |
    |
    |
===== " ", " "
H A N G M A N

```

```

+---+
|   |
O   |
|   |
    |
===== " ", " "
H A N G M A N

```

```

+---+
|   |
O   |
/|  |
    |
===== " ", " "
H A N G M A N

```

$$\begin{array}{c} + - - - + \\ | \quad | \\ 0 \quad | \\ / | \backslash \quad | \end{array}$$

```

      |
      |
=====, ""
H A N G M A N

```

```

+----+
|    |
o    |
/|\  |
/    |
      |
=====, ""
H A N G M A N

```

```

+----+
|    |
o    |
/|\  |
/\   |
      |
=====, ""

```

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def getRandomWord():#list of words to be used under function getRandomWord()
    words = ['rakshita', 'aditee', 'prathamesh', 'kedar', 'sandesh', 'aishani'
, 'jitendra', 'samreen', 'junaid', 'om', 'aman', 'riya', 'vishal', 'yash', 'ro
hit', 'shreya', 'akash', 'shubham', 'aditi', 'vinod', 'anurag', 'bhavesh', 'aak
anksha', 'sanchita', 'pratisha', 'jagdish', 'sanket', 'dhruv', 'shruti', 'adity
a', 'roshan', 'ravi', 'gaurav', 'shikha', 'mahak', 'kundansingh', 'sowmen', 'ar
adhana', 'saptashree', 'samriddhi', 'akhilesh', 'sanjana', 'dhruvi', 'roma', 'v
inay', 'vibha', 'pratyush', 'mirthula', 'parth', 'pankaj', 'ruchi', 'sakshi']
# here I have taken a list of students from our class FYDS A. One can add any
number of words in the list.
    word = random.choice(words)#random.choice is inbuilt method that returns a
randomly selected element from the specified sequence.
    return word

def displayBoard(hang, missedLetters, correctLetters, secretWord):
    print(hang[len(missedLetters)])
#hang-list for the display of hangman missedLetters-
already used letters correctLetters-letters that are in the word secretWord-
'_'
    print()

    print('Missed Letters:', end=' ')
    for letter in missedLetters:
        print(letter, end=' ')
    print("\n")

```

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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: ')#conditions for already guessed lette
rs and only letters allowed
        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():# if and only if the user types y the game is repeated otherwi
se exits from the game.
    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)):
```

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        if secretWord[i] not in correctLetters:
            foundAllLetters = False
            break
    if foundAllLetters:
        print('\nYes! The student 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
```

OUTPUT:

```
C:\Windows\py.exe

H A N G M A N

+---+
|
|
|
=====

Missed Letters:

_ _ _ _ _

Guess a letter: r

H A N G M A N

+---+
|
|
|
=====

Missed Letters:

_ _ r _ _

Guess a letter: u

H A N G M A N

+---+
|
|
|
=====

Missed Letters:

_ _ r u _ _

Guess a letter: v

H A N G M A N
```

```
C:\Windows\py.exe

+---+
|
|
|
=====

Missed Letters:

_ _ r u v _

Guess a letter: r
You have already guessed that letter. Choose again.
Guess a letter: l
Please enter a LETTER.
Guess a letter: s

H A N G M A N

+---+
|
O
|
|
|
=====

Missed Letters: s

_ _ r u v _

Guess a letter: h

H A N G M A N

+---+
|
O
|
|
|
=====

Missed Letters: s

_ h r u v _

Guess a letter: j
```

```
C:\Windows\py.exe
H A N G M A N

+---+
|   |
O   |
|   |
+---+

=====

Missed Letters: s j

_ h r u v _

Guess a letter: l

H A N G M A N

+---+
|   |
O   |
/|  |
+---+

=====

Missed Letters: s j l

_ h r u v _

Guess a letter: d

H A N G M A N

+---+
|   |
O   |
/|  |
+---+

=====

Missed Letters: s j l

d h r u v _

Guess a letter: z

H A N G M A N
```



```

C:\Windows\py.exe

+---+
|   |
O   |
/ \  |
     |
=====

Missed Letters: s j l

d h r u v _

Guess a letter: z

H A N G M A N

+---+
|   |
O   |
/ \  |
     |
=====

Missed Letters: s j l z

d h r u v _

Guess a letter: x

H A N G M A N

+---+
|   |
O   |
/ \  |
/    |
=====

Missed Letters: s j l z x

d h r u v _

Guess a letter: i

Yes! The student is "dhruvi"! You have won!

Do you want to play again?

```

```

C:\Windows\py.exe

Guess a letter: l

H A N G M A N

+---+
|   |
O   |
/ \  |
/ \  |
     |
=====

Missed Letters: a f g t k l

d _ _ u _ _

You have run out of guesses!
After 6 missed guesses and 2 correct guesses, the word was "dhruvi"

Do you want to play again?

```