

# Programming Languages

# Term Project

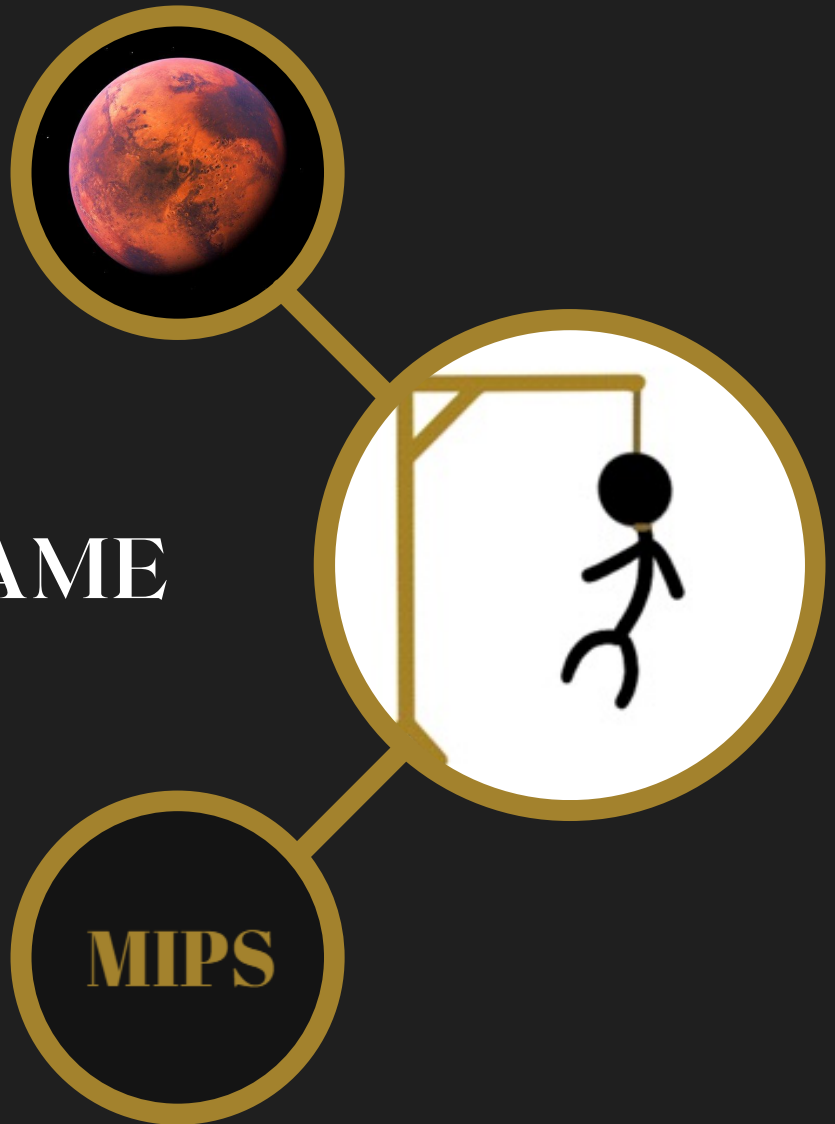
# REPORT

25/05/2022

## HANGMAN GAME

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**Prepared For :**  
BUSE TILMAZ

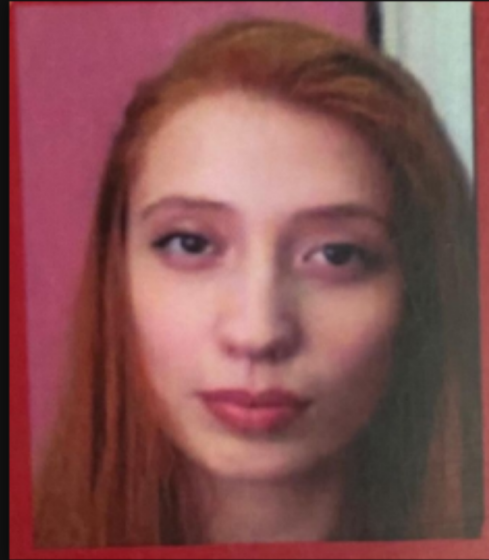
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ENS306

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ELİF BAYIR



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# READ ME

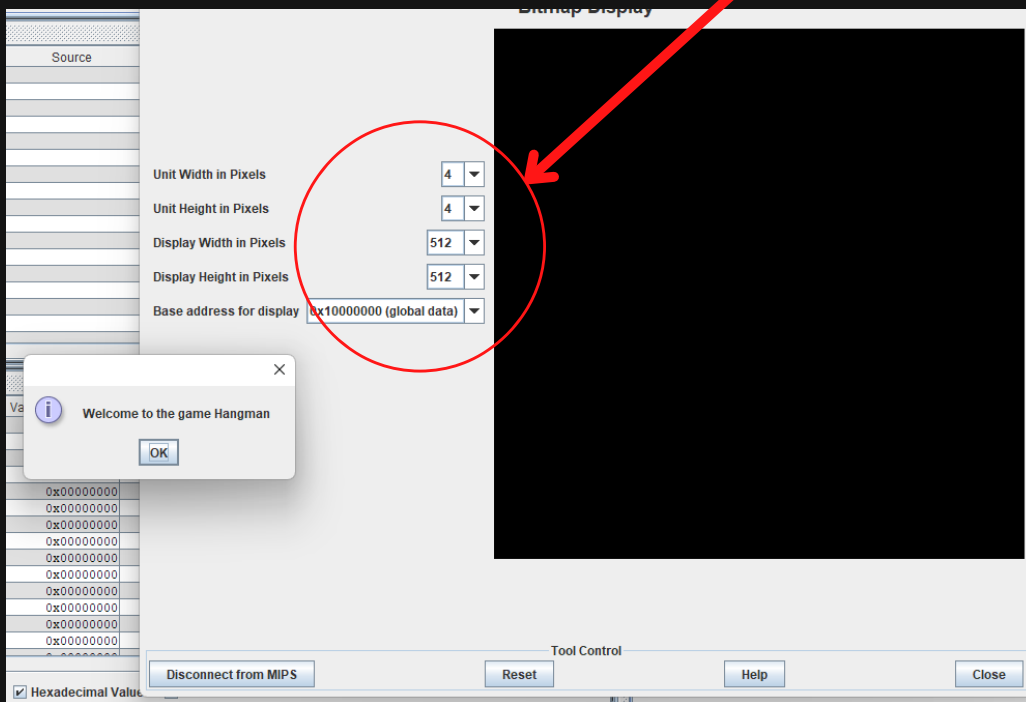
In our project, we designed the **HANGMAN** game using the MIPS code in the mars emulator.

## Hangman Processes;

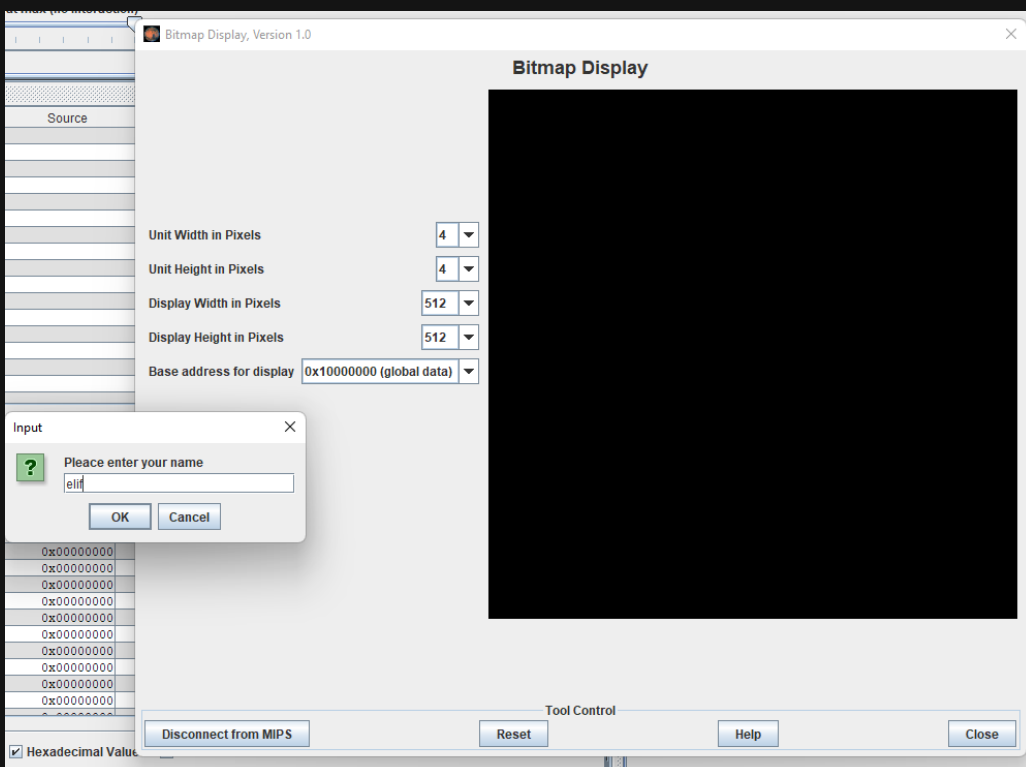
- First, a random word is taken from the word box.
- The user tries to guess the word after entering their name.
- You have the right to enter wrong letters a total of 7 times.
- The man hangs on the 7th wrong and it's game over.
- You have the right to guess the whole word at each stage.

To run the code you need to enter the Hangman.asm file inside the mars.jar file. All codes including our word box are defined in this jar file. You should extract the zip file to your own computer.

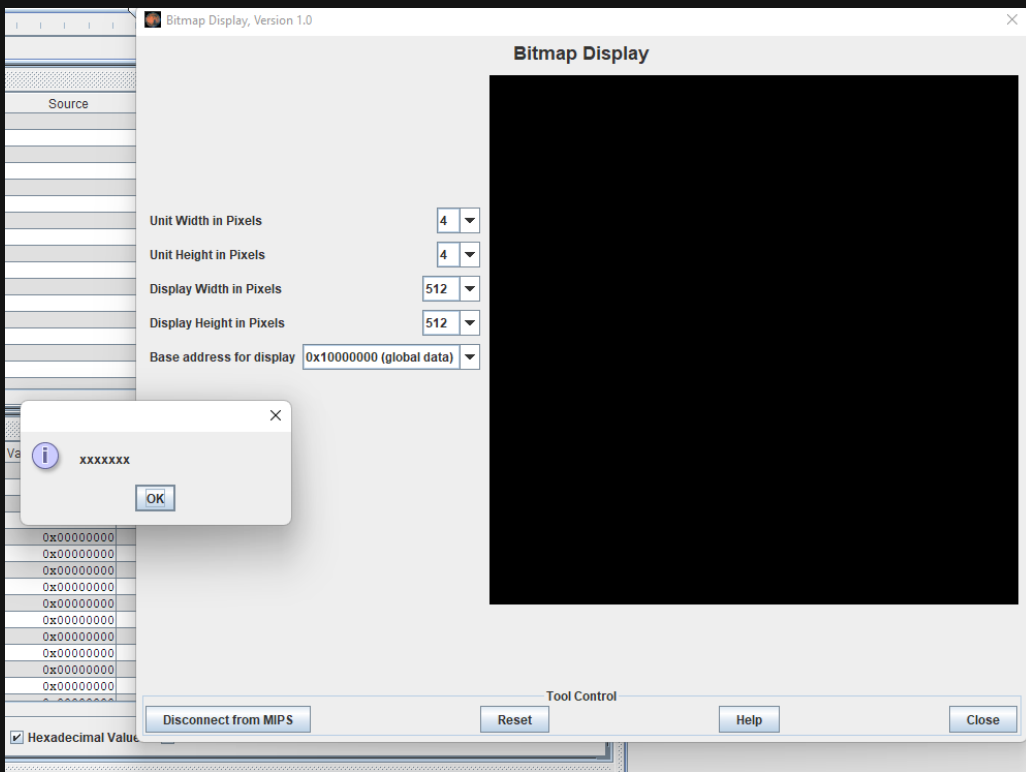
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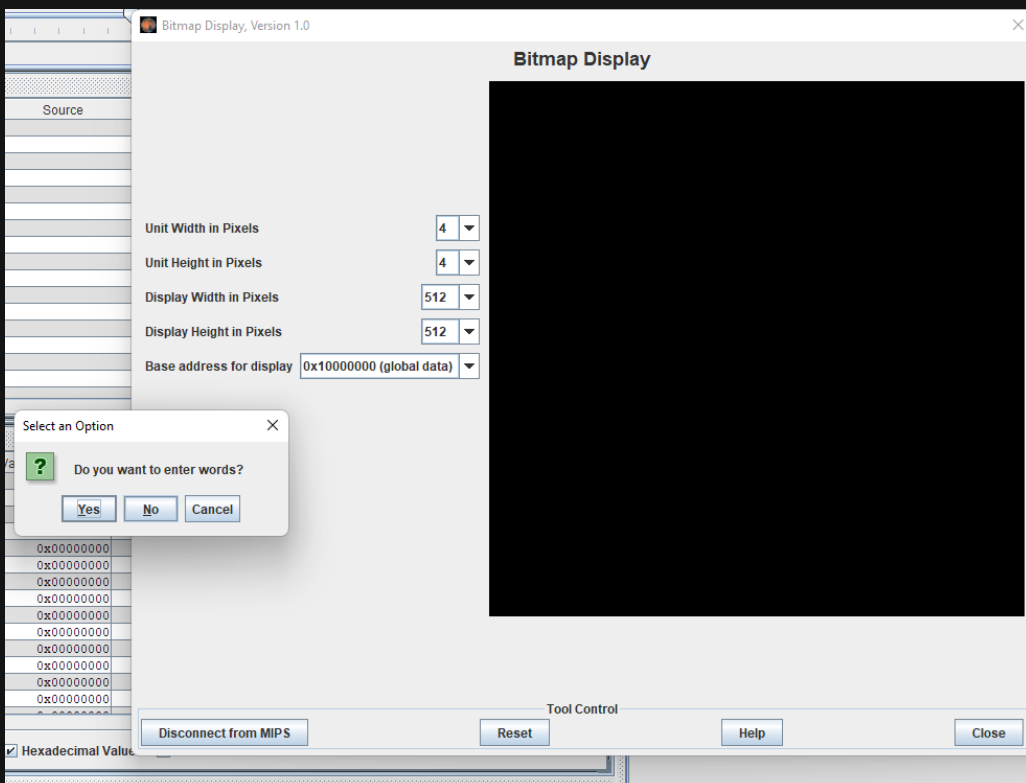
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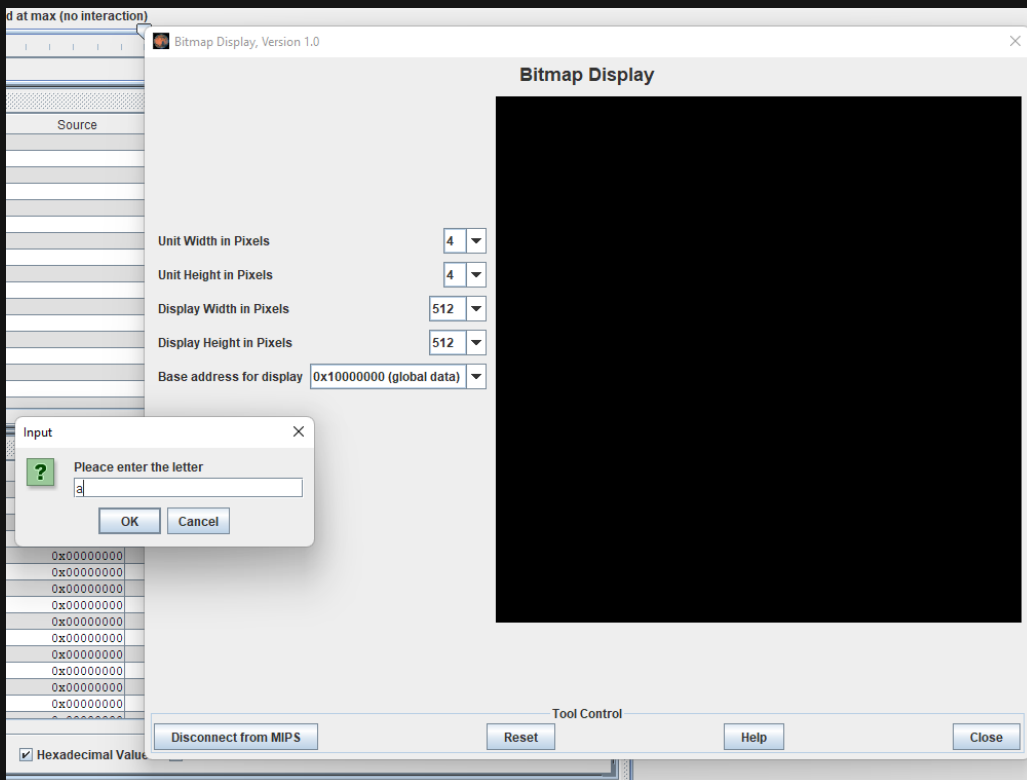
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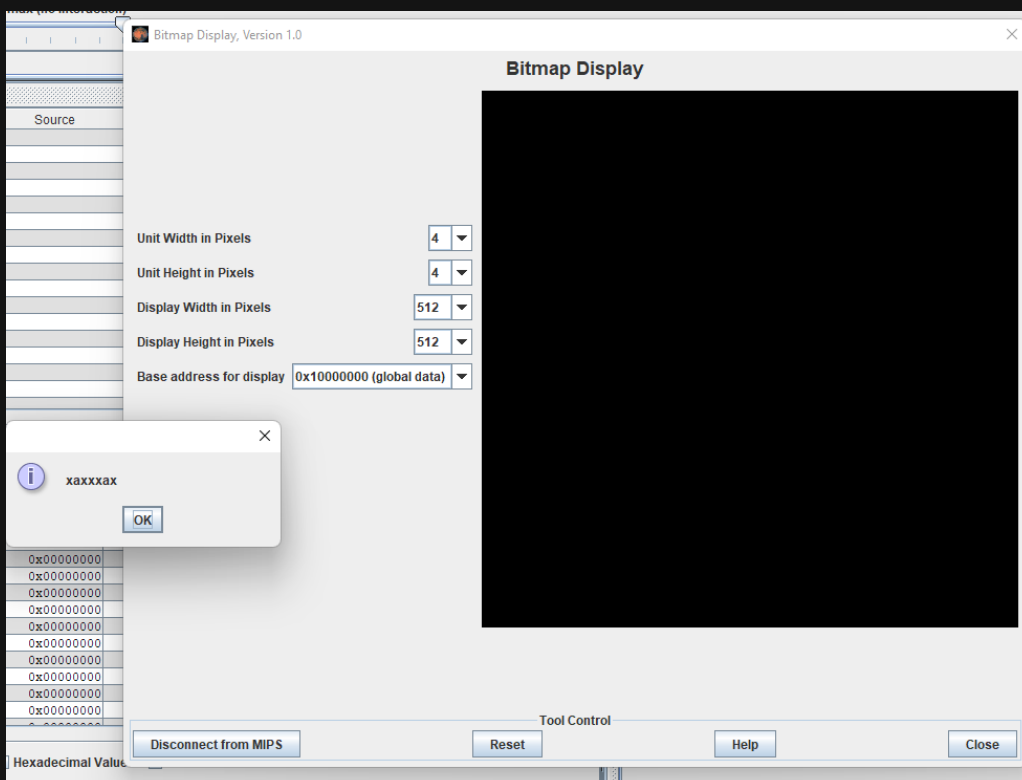
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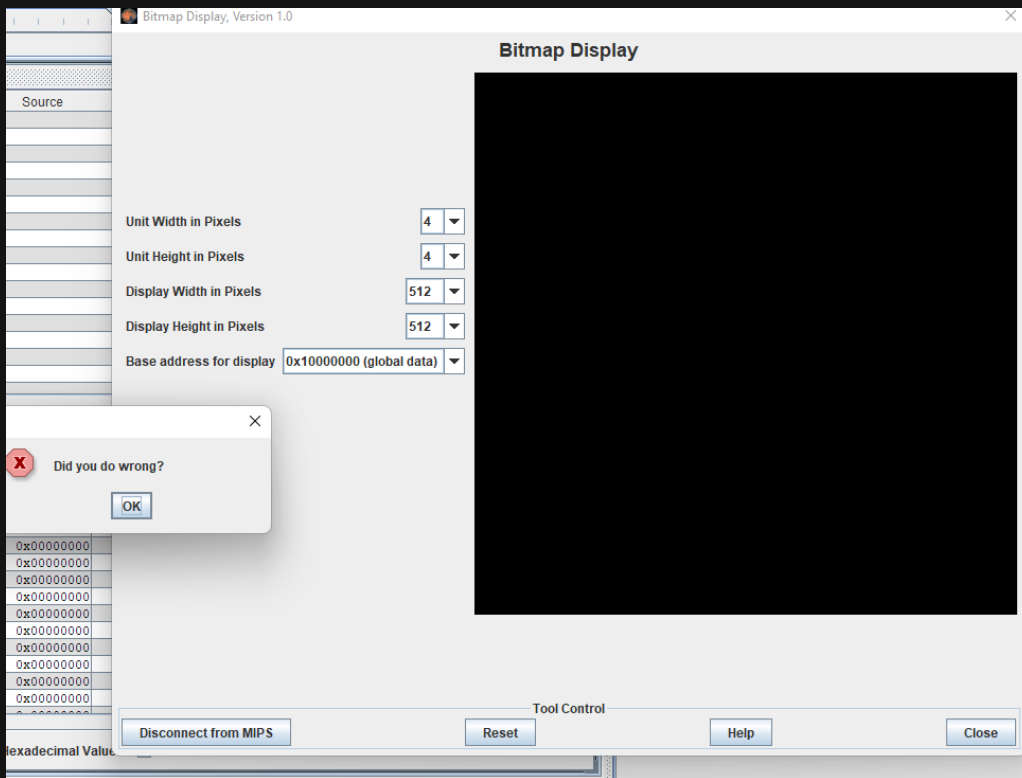
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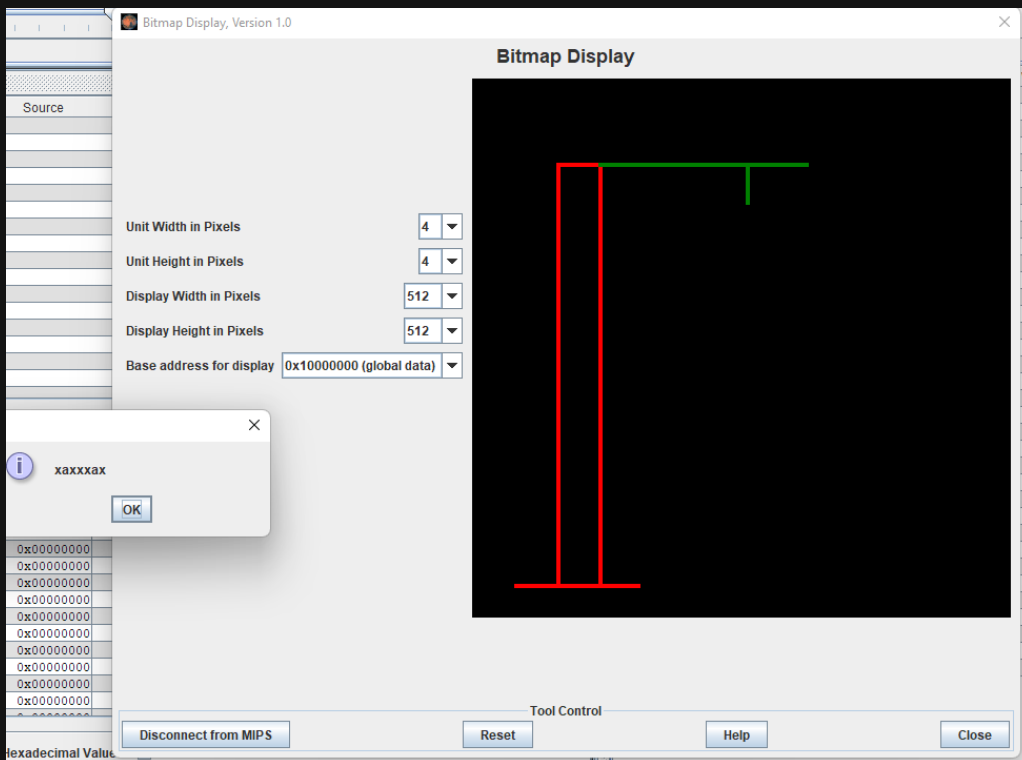
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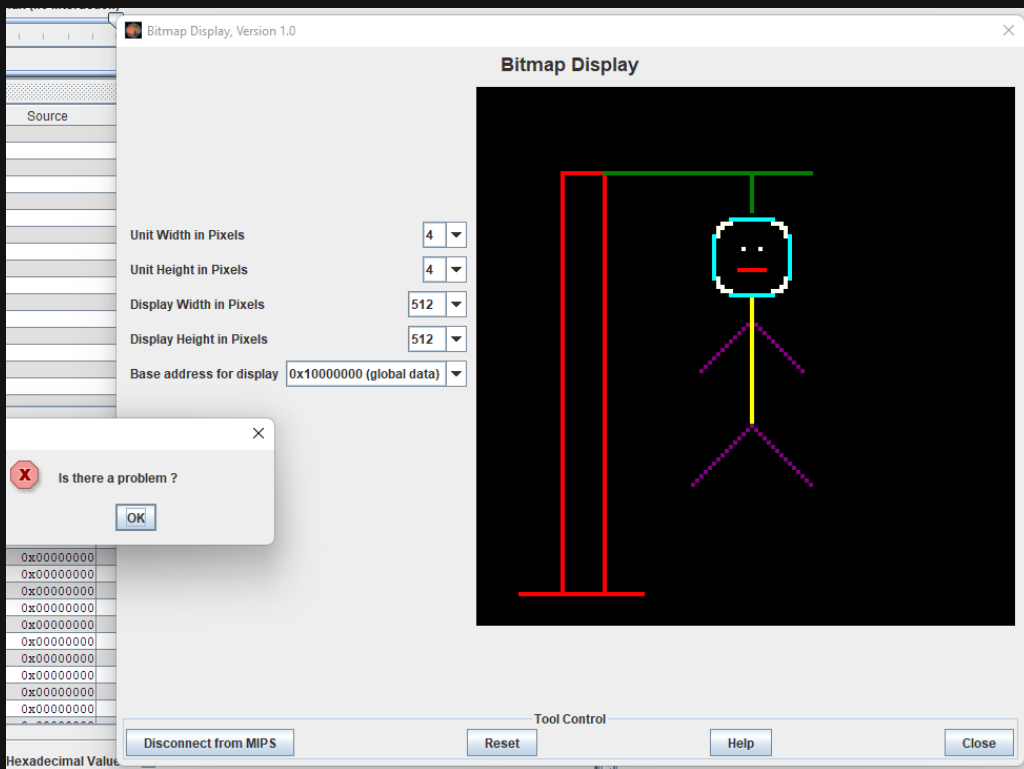
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