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COMPUTER PROGRAMMING LAB II

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WHAT IS A HANGMAN GAME

The hangman game is the user's ability to guess a word that is in the game's memory from the user.The game is played using only capital and english characters.If the user guesses a wrong letter, the hangman is drawn.The aim of the game is to guess the correct word without hanging up.Receiving a letter from the user and warning the user if this letter has been found before.When a wrong letter is entered, penalty points are applied according to the closest closed letter.

A new part is drawn for every 5 units of distance between letters.The letters that are tried incorrectly are also printed on the screen and re-selected from these letters.

user is warned.

When all letters are found, the user is informed with a printout that the game is complete.

In the first project,I defined words in an array.While coding the game, I used four libraries and benefited from more functions.In the first project, I defined many functions and assigned the character string as 99 as maximum myself.In short, I did not use dynamic memory.n addition, I created a simple menu to welcome the user at the entrance.

In the second project, I used the dynamic memory method.I also used the new and delete pointer operators in arrays.Thus, I used the dynamic memory method.I've already written footnotes for every detailed action I often do in the comment lines.

In the third project, I added the user to save the game with the files process and enter it back into the game.