HANGMAN GAME

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Abstract

This is a Python script of the classic game "Hangman". The word to guess is represented by a row of dashes. If the player guess a letter which exists in the word, the script writes it in all its correct positions. The player has 10 turns to guess the word. You can easily customize the game by changing the variables.

Introduction

time module : Python has defined a module, “time” which allows us to handle various operations regarding time.

time.sleep(n):-It halts the execution of current thread for n seconds.

Import :-Import in python is similar to #include header_file in C/C++. Python modules can get access to code from another module by importing the file/function using import. The import statement is the most common way of invoking the import machinery, but it is not the only way.

Initially we will set a word for user to guess. First we will print dash(_) so that user will know how many characters are present in word. After that we will ask user to enter any alphabet from a-z then we will match the character entered by user with every character present in given word.

If the user successfully guesses the character then a message saying ”correct guess” will be printed on terminal otherwise another message saying “wrong guess” will be printed and the value of turns will be decreamented

The user will be given fixed no. of turns if he/she cannot guess the characters in given no. of turns a message you lost will be printed.

We will make use of **for()** loop for checking whether input alphabet matches with word or not.If user enters a wrong guess then the value of turns will decreament.As soon as no. of turns becomes zero a message “you loose” will be printed and execution will be stopped.

Implementation

```
import time

name=input("What is your name?\n")

print ("Hello," + name,"Time to play")

print ("")

time.sleep(1)

print ("Start guessing")

time.sleep(0.5)

word="python"

guesses= "

turns=10

while turns>0:

 failed=0

 for char in word:

                                                    if char in guesses:

                                                        print("\n")

                                                        print (" ",char)

                                                    else:

                                                        print("_")
```

```
                                        failed+= 1
if failed==0:
                                    print("You won")
                                    break
guess=input("guess a character: ")
guesses+=guess
if guess in word:
                                    print("correct guess:",guess)
else :
                                    turns -=1
                                    print("Wrong guess :",guess)
                                    print("You          have",+turns,"more
guesses\n")
                                    if turns==0:
                                        print("You loose")
```

OUTPUT:

```
student@lab:~$ cd Desktop
student@lab:~/Desktop$ python3 pro1.py
```

What is your name?

himali

Hello,himali Time to play

Start guessing

_

_

_

_

_

_

guess a character: f

Wrong guess : f

You have 9 more guesses

_

_

_

_

_

_

guess a character: y

correct guess: y

_

 y

_

_

_

_

guess a character: t

correct guess: t

_

 y

 t

_

_

_

guess a character: n

correct guess: n

_

p

t

_

_

n

guess a character: c

Wrong guess : c

You have 8 more guesses

_

y

t

_

_

n

guess a character: p

correct guess: p

p

y

t

_

_

n

guess a character: s

Wrong guess : s

You have 7 more guesses

p

y

t

_

_

n

guess a character: o

correct guess: o

p

y

t

_

o

n

guess a character: h

correct guess: h

p

y

t

h

o

n

You won

student@lab:~/Desktop$

Conclusion:

Thus, we have implemented hangman game.