#include<stdio.h>

#include<stdlib.h>

#include<time.h>

#include<string.h>

char dict[][4][50] = {

{"air", "rue", "sage", "ciel"},

{"maison", "cuisine", "voiture", "fenetre"},

{"supermarche", "ingenieur", "ascenseur", "automobile"}

};

void drawHangman(int);

void playHangmanWithDifficulty(int);

void playHangman();

void rulesOfTheGame();

void rulesOfTheGame() {

printf("Les règles sont assez simples chers joueurs : \n");

printf("\n1. Vous devez donner le niveau de difficulté désiré.");

printf("\n2. Vous devez deviner le mot en suivant les tirets.");

printf("\n3. Commencez par les voyelles.");

printf("\n");

}

void drawHangman(int tentatives) {

switch (tentatives) {

case 6:

printf("\n");

printf(" \_\_\_\_\_\_\n");

printf(" |/ |\n");

printf(" | \n");

printf(" | \n");

printf(" | \n");

printf(" | \n");

printf(" |\_\_\_\_\_\_ \n");

break;

case 5:

printf("\n");

printf(" \_\_\_\_\_\_\n");

printf(" |/ |\n");

printf(" | |\n");

printf(" | O\n");

printf(" | \n");

printf(" | \n");

printf(" |\_\_\_\_\_\_ \n");

break;

case 4:

printf("\n");

printf(" \_\_\_\_\_\_\n");

printf(" |/ |\n");

printf(" | |\n");

printf(" | O\n");

printf(" | / \n");

printf(" | \n");

printf(" |\_\_\_\_\_\_\n");

break;

case 3:

printf("\n");

printf(" \_\_\_\_\_\_\n");

printf(" |/ |\n");

printf(" | |\n");

printf(" | O\n");

printf(" | /|\\ \n");

printf(" | \n");

printf(" |\_\_\_\_\_\_\n");

break;

case 2:

printf("\n");

printf(" \_\_\_\_\_\_\n");

printf(" |/ |\n");

printf(" | |\n");

printf(" | O\n");

printf(" | /|\\ \n");

printf(" | |\n");

printf(" |\_\_\_\_\_\_ \n");

break;

case 1:

printf("\n");

printf(" \_\_\_\_\_\_\n");

printf(" |/ |\n");

printf(" | |\n");

printf(" | O\n");

printf(" | /|\\ \n");

printf(" | /|\n");

printf(" |\_\_\_\_\_\_ \n");

break;

case 0:

printf("\n");

printf(" \_\_\_\_\_\_\n");

printf(" |/ |\n");

printf(" | |\n");

printf(" | O\n");

printf(" | /|\\ \n");

printf(" | /|\\ \n");

printf(" |\_\_\_\_\_\_ \n");

break;

default:

break;

}

}

void playHangman() {

int difficulte;

printf ("\n\n");

do {

printf("Donnez le niveau de difficulté entre 1 et 3 : ");

scanf("%d", &difficulte);

printf("\n");

} while (difficulte < 1 || difficulte > 3);

playHangmanWithDifficulty(difficulte);

}

void playHangmanWithDifficulty(int difficulte) {

int index = rand() % 4;

char motADeviner[50];

strcpy(motADeviner, dict[difficulte - 1][index]);

int taille = strlen(motADeviner);

int indexes[taille];

int i;

for (i = 0; i < taille; i++) {

indexes[i] = 0;

}

int nbrCaracteresTrouves = 0;

int tentatives = 7;

char charSaisi;

printf("\n");

printf("\n");

printf("Le mot à deviner contient %d lettres.\n", taille);

for (i = 0; i < taille; i++) {

printf("\_ ");

}

printf("\n\n");

while (tentatives > 0 && nbrCaracteresTrouves < taille) {

printf("Veuillez entrer un caractère : ");

scanf(" %c", &charSaisi);

int charTrouve = 0;

for (i = 0; i < taille; i++) {

if (motADeviner[i] == charSaisi) {

indexes[i] = 1;

charTrouve = 1;

nbrCaracteresTrouves++;

}

}

if (charTrouve == 1) {

printf("Bravo, %c existe.\n", charSaisi);

} else {

printf("Malheureusement, %c n'existe pas. Réessayez.\n", charSaisi);

tentatives--;

drawHangman(tentatives);

}

printf("\n");

for (i = 0; i < taille; i++) {

if (indexes[i] == 1) {

printf(" %c ", motADeviner[i]);

} else {

printf("\_ ");

}

}

printf("\n");

printf("Il vous reste %d tentatives.\n", tentatives);

printf("\n");

}

if (nbrCaracteresTrouves == taille) {

printf("Vous avez gagné !\n");

} else {

printf("Vous avez perdu ! Le mot à deviner était : %s\n", motADeviner);

}

int reponse;

do {

printf("Voulez-vous rejouer ? Si oui, tapez 1, sinon tapez 0\n");

scanf("%d", &reponse);

} while (reponse != 1 && reponse != 0);

if (reponse == 1) {

playHangman();

} else {

return;

}

}

int main() {

srand(time(NULL));

rulesOfTheGame();

playHangman();

return 0;

}