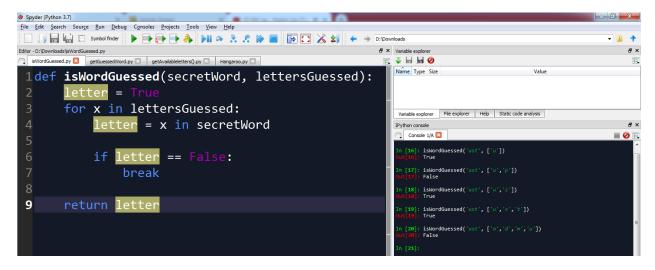
isWordGuessed Function



2. getGuessedWord

```
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 Editor - D:\Downloads\getGuessedWord.py
                                                                                                                                              ē×
                                                                                      ■ ₩ ₩ Ø
□ isWordGuessed.py 🗵 getGuessedWord.py 🗵 getAvailableletters().py 🗵 Hangaroo.py 🗵
                                                                                                                                               3=
                                                                                        Name Type Size
 1def getGuessedWord(secretWord, lettersGuessed):
          Guessed = []
          for x in secretWord:
                                                                                        Variable explorer File explorer Help Static code analysis
                 if x in lettersGuessed:
                                                                                        IPython console
                                                                                                                                              ₽×
                                                                                        Console 1/A 🔀
                                                                                                                                           O
                        Guessed.append(x)
                                                                                          [9]: getGuessedWord('hatdog',['h','o','t','d'])

[9]: 'h _ t d o _ '
                 else:
                        Guessed.append(' ')
                                                                                          [10]: getGuessedWord('hatdog',['h','a','t','u'])
          return ' '.join(Guessed)
                                                                                          [11]: getGuessedWord('hatdog',['h','a','t','g','d'])
t[31]: 'h a t d _ g'
 9
                                                                                         n [12]: getGuessedWord('hatdog',['h','a','t','g','d','o'])
#[12]: 'h a t d o g'
```

3. getAvailableLetters

```
Spyder (Python 3.7)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            - 0 X
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                   U a line in the image is a symbol finder  

I a line in the image is a line in the image i
Editor - D:\Downloads\getAvailableletters().py

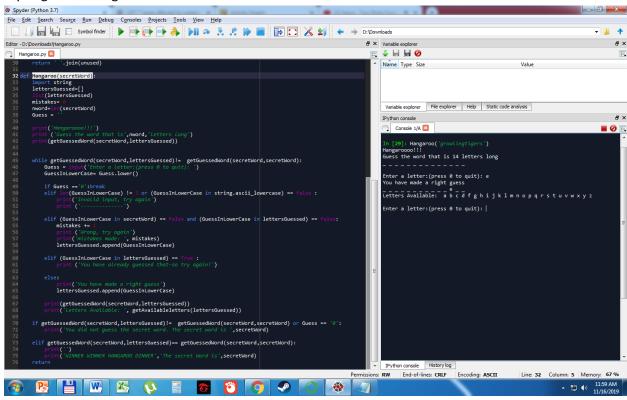
Hangaroo.py 
getAvailableletters().py
                                                                                                                                                                                                                                                                                                                                                                                    ₽ 🗟 💆 ⊘
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             3=
             1 def getAvailableLetters(lettersGuessed):
                                                                                                                                                                                                                                                                                                                                                                                      Name Type Size
                                           import string
                                          unused=[]
                                                                                                                                                                                                                                                                                                                                                                                        smallletters = string.ascii_lowercase
                                                                                                                                                                                                                                                                                                                                                                                     IPvthon console
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       ₽×
            6 7
                                                                                                                                                                                                                                                                                                                                                                                        Console 1/A 🗵
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            0 1
                                           for x in smallletters:
                                                                 if x not in lettersGuessed:
                                                                                                                                                                                                                                                                                                                                                                                            [37]: getAvailableLetters('gouste')
                                                                                      unused.append(x)
                                                                                                                                                                                                                                                                                                                                                                                               [38]: getAvailableLetters('champion')
[38]: 'b d e f g j k l q r s t u v w x y z'
                                          return ' '.join(unused)
                                                                                                                                                                                                                                                                                                                                                                                            [39]: getAvailableLetters('espanya')
at[39]: 'b c d f g h i j k l m o q r t u v w x z'
```

4. Hangaroo Script File

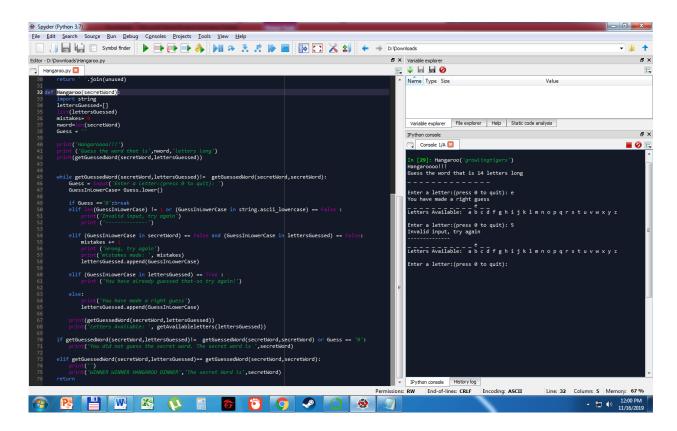
```
Spyder (Python 3.7)
<u>File Edit Search Source Run Debug Consoles Projects Tools View Help</u>
                                   Symbol finder
Editor - D:\Downloads\Hangaroo.py
Hangaroo.py* 🛛
   1 def isWordGuessed(secretWord, lettersGuessed):
        letter =
        for x in lettersGuessed:
           letter = x in secretWord
            if letter == False:
        return letter
  11 def getGuessedWord(secretWord, lettersGuessed):
        Guessed = []
        for x in secretWord:
          if x in lettersGuessed:
               Guessed.append(x)
              Guessed.append('')
       return ' '.join(Guessed)
  20 def getAvailableLetters(lettersGuessed):
  21 import string
  22
       unused=[]
       smallletters = string.ascii_lowercase
       for x in smallletters:
            if x not in lettersGuessed:
               unused.append(x)
        return ' '.join(unused)
  32 def Hangaroo(secretWord):
        import string
        lettersGuessed=[]
        list(lettersGuessed)
        mistakes=
        nword=len(secretWord)
Guess = ''
        print('Hangaroooo!!!')
print ('Guess the word that is',nword,'letters long')
        print(getGuessedWord(secretWord,lettersGuessed))
        while getGuessedWord(secretWord,lettersGuessed)!= getGuessedWord(secretWord,secretWord):
            Guess = input('Enter a letter:(press 0 to quit): ')
            GuessInLowerCase= Guess.lower()
```

```
Spyder (Python 3.7)
File Edit Search Source Run Debug Consoles Projects Tools View Help
                                                  Symbol finder
Editor - D:\Downloads\Hangaroo.py
 Hangaroo.py 🛛
                  '.join(unused)
  32 def Hangaroo(secretWord):
        import string
         lettersGuessed=[]
         list(lettersGuessed)
        mistakes=
        nword=len(secretWord)
        Guess = '
  39
        print ('Guess the word that is',nword,'letters long')
        print(getGuessedWord(secretWord,lettersGuessed))
        while getGuessedWord(secretWord,lettersGuessed)!= getGuessedWord(secretWord,secretWord):
             Guess = input('Enter a letter:(press 0 to quit): ')
             GuessInLowerCase= Guess.lower()
             if Guess =='0':break
            elif len(GuessInLowerCase) != 1 or (GuessInLowerCase in string.ascii_lowercase) == False :
    print('Invalid input, try again')
            elif (GuessInLowerCase in secretWord) == False and (GuessInLowerCase in lettersGuessed) == False:
                mistakes +=
                  rint ('Wrong, try again')
rint('mistakes made: ', mistakes)
                 lettersGuessed.append(GuessInLowerCase)
             elif (GuessInLowerCase in lettersGuessed) == True :
                 print ('You have already guessed that-so try again!')
                    nt('You have made a right guess')
                 lettersGuessed.append(GuessInLowerCase)
            print(getGuessedWord(secretWord,lettersGuessed))
             print('Letters Available: ', getAvailableletters(lettersGuessed))
         if getGuessedWord(secretWord,lettersGuessed)!= getGuessedWord(secretWord,secretWord) or Guess == '0':
             print('You did not guess the secret word. The secret word is ',secretWord)
         elif getGuessedWord(secretWord,lettersGuessed)== getGuessedWord(secretWord,secretWord):
              int('')
rint('WINNER WINNER HANGAROO DINNER','The secret Word is',secretWord)
```

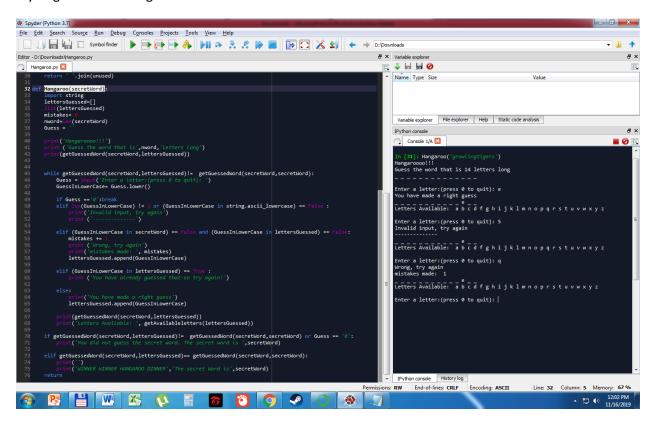
1. If you guessed a right letter



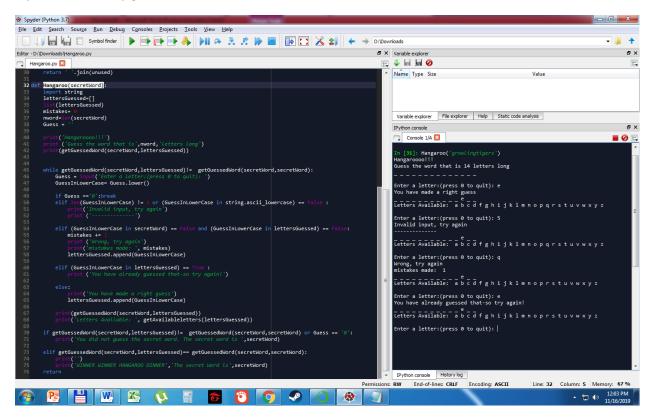
2. If you entered an invalid input like a number instead of letter



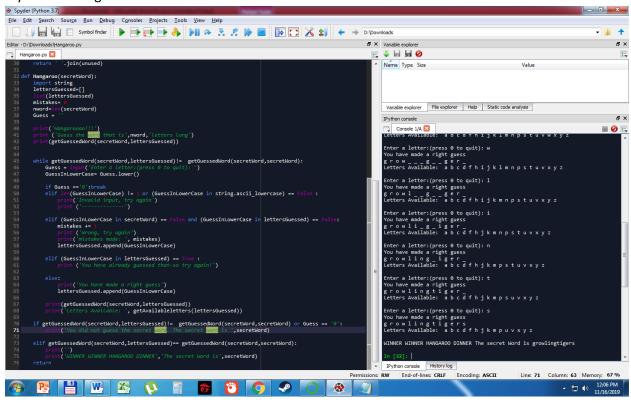
3. If you guessed a wrong letter



4. If you have already guessed the same letterer



5. If you won the game



6. If you want to quit the game or end the loop.

