Hangman game

Can you figure out my word?

_ _ _ _ _ _ _

Enter a letter: [   ]

Bad letters: X Y Z

Need a bank of words

Extract the letters from a word

Ask user for a letter
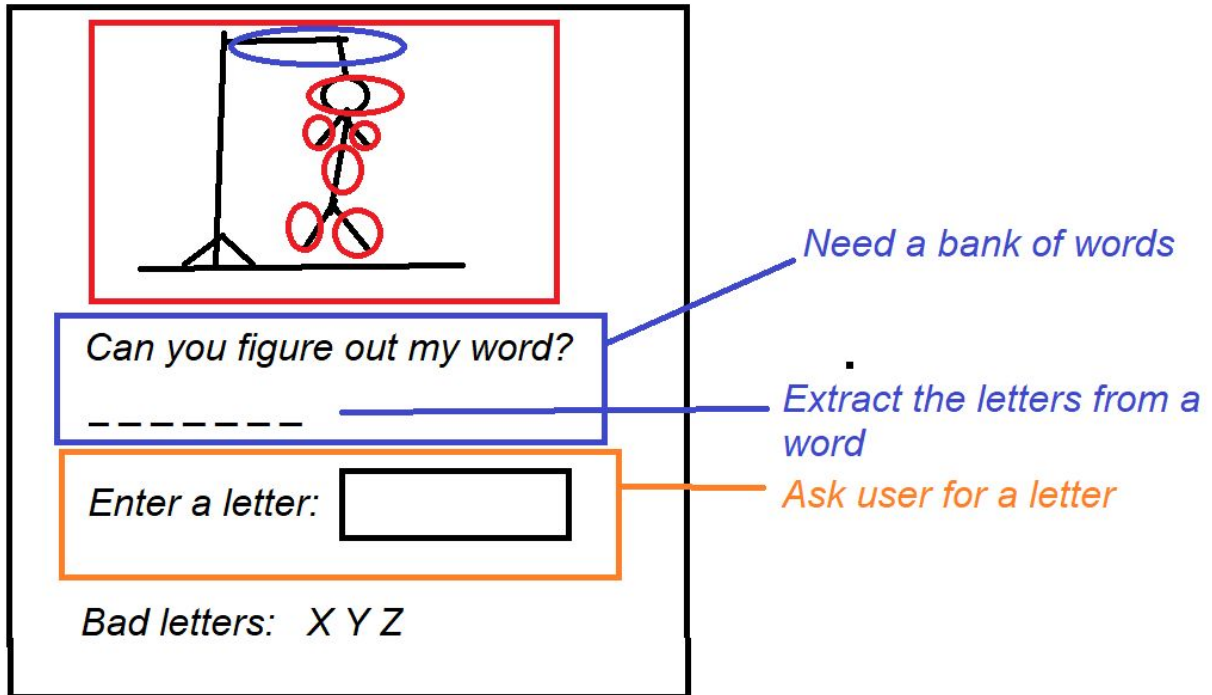
*** Missing: Bad letter board!

1. Initialize fail count to 0
2. Read the bank of word - put in a collection (An array)
3. Select a word randomly (random value)
4. Extract the letter from the selected word
5. Draw underscores for each letters
6. Create the entry box
7. Ask user for a letter
8. Check if letter is in the word
   a. Unhide letter if present
   b. If missing
      i. Add letter to bad letter board
      ii. Increase the fail count
      iii. Dram image according to fail count
9. Check for win/lose state
   a. If fail count = 5 then LOSE
   b. if all letter of word are uncoverred then WIN

What are the variables we need?

Part 1 - Generate the word

1. Make a list
2. Create a random function
3. Pick the random word

Stripped javascript program

```
<!DOCTYPE html>
<html>
        <head>
        <title>xxx</title>

        </head>
        <body>
                <script>
                </script>
        </body>
</html>
```

```
var fruits = ["Banana", "Orange", "Apple", "Mango"];
fruits.length;

var messages = Arrays.asList("Hello", "World!", "How", "Are", "You");
x = Math.floor(Math.random());
y = System.out.messages(x);
```

First javascript program

```
<!DOCTYPE html>
<html>
        <head>
        <title>xxx</title>

        </head>
        <body>
                <p id="hidden_letters">test</p>
                <script>
var bank = ["Banana", "Orange", "Apple", "Mango"];
bank.length;
var x = Math.floor(Math.random());
Consol.log(x);

// <p> must be defined BEFORE the <script>
var wordLetters = "_ _ _"; // This is BAD!!!!
var element = document.getElementById("hidden_letters");
console.log(element);
element.textContent = wordLetters;
                </script>
        </body>
</html>
```

```
 if alert(bank[word][input()]) = input(); {

ctx.draw(

<p1> _</p1>
```

```
var bank = ["Banana", "Orange", "Apple", "Mango"];
bank.length;
var x = Math.floor(Math.random()* bank.length);
var word =bank[x];
console.log(x);
console.log(word);

var wordletters = "_ _ _";
var element = document.getElementById("hidden_letters");
console.log(element);
element.textContent = wordLetters;
```

```
        var hiddenWord = "";
        for (let i = 0; i < word.length; i++){
            hiddenWord = hiddenWord + ' _'
```

```
    }
    console.log(hiddenWord)
```

```
var hiddenWord = "";
for (let i = 0; i < word.length; i++)
        hiddenWord += ' _' //hiddenWord = hiddenWord + ' _'

element.textContent = hiddenWord;
console.log(hiddenWord)
```

Part 2 - Enter the user input

Solution found on https://developer.mozilla.org/fr/docs/Web/API/KeyboardEvent

```
document.addEventListener('keyup', (event) => {
  alert(event.key);
}, false);
```

1. Ask user for a letter
2. Check if the letter is part of the word
3. If yes: Print the letter in place of the underscore
4. If no: Print the letter after the "Ask user for a letter" message.

Can you find my secret word?

_ _ _ _ _ _

Enter a letter:

```
<!DOCTYPE html>
<html>
        <head>
        <title>xxx</title>

        </head>
        <body>
                <h1>Can you find my secret word?</h1>
                <p id="hidden_letters">test</p>
```

```
            <h3>Enter a letter:</h3>
            <script>


            </script>

        </body>
</html>
```

```
document.addEventListener('keyup', (event) => {
        var userLetter = event.key
        if (word.includes(userLetter)){
                console.log('yes')
        } else {
                console.log('no')
        }
}, false);
```

```
for (var x = 0; x < str.length; x++) { var c = str.charAt(x); alert(c); }
```

```
x = x + 1
```

```
x += 1
```

```
x++
```

```
var n = str.includes("world");
```

```
var hiddenWord = "";
var rightLetters = ''
for (let i = 0; i < word.length; i++){
  var c = word.charAt(i)
  if (rightLetters.includes(c)){
      hiddenWord = hiddenWord + '' + c
} else {
   hiddenWord = hiddenWord + '_'
}
}
```

```html
<!DOCTYPE html>
<html>
        <head>
        <title>hangman</title>

        </head>
        <body>
        <h1>Can you find my secret word?</h1>
        <p id="hidden_letters">test</p>
        <h3>Enter a letter: </h3>



                <script>
//part 1 - generate the word
var hiddenWord = "";
var element = document.getElementById("hidden_letters");
var rightLetters = "";
var wrongLetters = "";

var bank = ["Banana", "Orange", "Apple", "Mango"];
bank.length;
var x = Math.floor(Math.random()* bank.length);
var word = bank[x].toLowerCase();
console.log(x);
console.log(word);
updateHiddenWord ()

const string = word
for (let i = 0; i < word.length; i++){
hiddenWord += " _" ;
}


//part 2 - enter user input

document.addEventListener('keyup', (event) => {
        var userLetter = event.key
        if (word.includes(userLetter)){
                rightLetters += userLetter
                } else {
                        wrongLetters += userLetter
        }
}, false);


function updateHiddenWord () {
                for (let i = 0; i < word.length; i++){
                        var c = word.charAt(i)
                                if (rightLetters.includes(c)){
                                        hiddenWord = hiddenWord + ' ' + c
```

```
        } else {
                hiddenWord += " _ " ;
                }

        }
                element.textContext = hiddenWord
}




                </script>
        </body>
</html>
```