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| Project 1 documentation and flowcharts. This document include the rules of the game, pseudo code of the project. And the code of the program. |
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Project 1

Hangman

Jose Roman

CSC 5

05/15/15

**Introduction**

Hangman is a game that many people play around the world. The games consists of two players. Player one choose a word so player 2 is able to

**Hangman Program Code**

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\* File: main.cpp

\* Author: Jose Roman

\* Created on May 4, 2015, 10:33 AM

\* Purpose: Project 1: Hangman Game

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//System Libraries

#include <iostream>

#include <string.h>

#include <string>

#include <fstream>

#include <cstdlib>

using namespace std;

//User Libraries

//Global Constants

const char \*WORD;

enum FNDTYPE{NFOUND, FOUND, ARDFOUND};// Compare Results

//Function Prototypes

void rules();//rules of the games

void rGame(char fBlank[],int,char,int,int);

//Execution Begins Here!

int main (int argc, char\*\* argv){

//Initialize the random seed

srand (time(NULL));

//Declare Variables

char pGuess;//Player Guess

int score =0;//Player Score

int strikes =0;//Guessed Wrong

int hints =0;//Hints at the player

const int MLNIF =200; //Max lines in file

string wArray[MLNIF];

int wCount =0;//Word Count

ifstream fin("HangmanWords.txt");//File name for the hangman words

if (fin.is\_open())

{

while(!fin.eof()&& wCount < MLNIF){

getline(fin, wArray[wCount]);

wCount++;

}

}

else

cout<<"File was not opened"<<endl;//Input this if file is not found

int index = rand ()%wCount;

WORD= wArray[index].c\_str();

int wLen= strlen(WORD);

return 0;

}