CSE2010 Term Project Spring 2019 Hangman Player

Team: " `Fantastic for(int i=0; i<4; i++)` "

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I. GOAL AND MOTIVATION

THE project serves to simulate a game of Hangman. Our program will interface with an evaluation program that provides a list of unknown words and returns feedback on guessed letters. The "Hangman Player" program will initialize data structures from a dictionary file, use known information to guess a subsequent letter, and perform additional operations in response to feedback from the evaluation program.

II. INITIAL APPROACH

A. Algorithms and Supporting Data Structures

```
int main() {
  printf("Hello World\n");
  return 0;
}
```

Listing 1. Snippet Example

B. Ideas Devised by Group

C. Ideas Discussed in Course and Material

D. Ideas from Other Sources

III. FINAL APPROACH

A. Changes in Algorithms and Supporting Data Structures

B. Ideas Devised by Group

C. Ideas Discussed in Course and Material

D. Ideas from Other Sources

IV. EVALUATION

A. Accuracy, Time, and Memory usage

B. Improvements from Initial to Final Submission

V. ANALYSIS

A. Improvement in Accuracy

B. Improvement in Time Complexity

C. Improvements in Memory Usage

D. Possible Further Improvements