

## Web Based Technologies –HW#2

### About the Assignment

#### Description

In this homework, you will design a game application in asp.net which demonstrates the usage of **graphical** and **database** operations.

#### The Program

In this assignment, you will develop a hangman program in Turkish. You can find a sample executable program in the zipped file. You will add more rich features as shown in shared application. The sample program doesn't use any database but you have to use a database or JSON or XML file to store the words which are selected randomly by the game. If you want to store words in database, you have to use access database. If you want to use JSON or XML, then your database is a JSON file or an XML file. It is up to your selection.

Store words as shown in Table.

Name	Hint
portakal	bir meyve çeşidi
mercedes	bir araba markası
el elden üstündür	bir atasözü
bilgisayar	bir elektronik eşya
ağaç	ormanda bulunur
karpuz	bir yaz meyvesi
vezir parmağı	bir tatlı çeşidi
sefiller	bir roman kitabı
kral sinekkapan	bir kuş çeşidi
turako	bir kuş çeşidi
netflix	bir film izleme platformu
ethereum	bir kripto para birimi

#### Features

- 1) There should be at least 30 predefined words in the database/JSON/XML.
- 2) Words can be added to the database/JSON/XML.
- 3) Words can be deleted from the database/JSON/XML.
- 4) Hangman game should select a random word from the database/JSON/XML.
- 5) Win and lose conditions should be properly specified. The competition must be start with a button. For each click, you will randomly display a word. You should display a hint about selected word. For example, if the selected word is "Portakal", then you will display hint as "bir meyve çeşidi"
- 6) You should start timer and show timer. The timer must be only 30 seconds. After 30 seconds the competition must be closed.
- 7) Each time user guesses wrong letter, a part of the picture should be drawn. Note that you can use image buttons or other controls to show hangman parts. If you want hide a hangman part, you have set visible property of a control as FALSE, otherwise set it to TRUE.
- 8) If a wrong or right selection occurred, you can warn user by label.
- 9) The database/JSON/XML file should be submitted within the zipped-project-file.

**Note That:**

I shared a sample program, but it is implemented in c#. However, the features of my uploaded application is very poor. You will to implement this game on ASP.NET with more **rich features** as explained above. Just look at my application as a reference to understand how hangman game works.

**Submitting homework**

To submit your homework, zip your project's folder and send it using the web page of the course. Be sure that your project can be opened by double-clicking the solution (.sln) file! Late or e-mailed submissions will not be accepted.