**Hangman: (Source Code):-**

package hangman;

import java.awt.\*;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import javax.swing.\*;

import java.util.Scanner;

public class Hangman {

public static void main(String[] args) {

Frame f = new Frame();

f.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

f.setSize(640,250);

f.setBackground(Color.yellow);

f.setVisible(true);

}

}

class Frame extends JFrame implements ActionListener{

JLabel label1;

JLabel label2;

JLabel label3;

JLabel label4;

JPanel panel;

JOptionPane dialog;

JButton btn[] = new JButton[26];

Font f1;

String temp;

String words[];

char org[];

int guess = 7;

int rnd;

Scanner input = new Scanner(System.in);

public Frame(){

super("Hangman");

setLayout(new FlowLayout());

label1 = new JLabel("Secrete Word: ");

f1 = new Font("Serif",Font.PLAIN,18);

label1.setFont(f1);

add(label1);

words = new String[10];

words[0] = "have";words[1] = "from";words[2] = "would";words[3] = "there"; words[4] = "about";

words[5] = "which";words[6] = "make";words[7] = "like";words[8] = "people";words[9] = "book";

rnd = (int)(Math.random()\*10);

org = words[rnd].toCharArray();

for(int i = 0; i < org.length; i++){

org[i] = '-';

}

temp = String.valueOf(org);

label4 = new JLabel(temp+ " ");

f1 = new Font("Serif",Font.ITALIC+Font.BOLD,26);

label4.setFont(f1);

add(label4);

label2 = new JLabel("Rmainging Tries: "+guess+" ");

f1 = new Font("Serif",Font.PLAIN,18);

label2.setFont(f1);

add(label2);

label3 = new JLabel("Game Status: ");

f1 = new Font("Serif",Font.PLAIN,18);

label3.setFont(f1);

add(label3);

panel = new JPanel();

btn[0] = new JButton("a");btn[1] = new JButton("b");btn[2] = new JButton("c");btn[3] = new JButton("d");btn[4] = new JButton("e");

btn[5] = new JButton("f");btn[6] = new JButton("g");btn[7] = new JButton("h");btn[8] = new JButton("i");btn[9] = new JButton("j");

btn[10] = new JButton("k");btn[11] = new JButton("l");btn[12] = new JButton("m");btn[13] = new JButton("n");btn[14] = new JButton("o");

btn[15] = new JButton("p");btn[16] = new JButton("q");btn[17] = new JButton("r");btn[18] = new JButton("s");btn[19] = new JButton("t");

btn[20] = new JButton("u");btn[21] = new JButton("v");btn[22] = new JButton("w");btn[23] = new JButton("x");btn[24] = new JButton("y");

btn[25] = new JButton("z");

panel.setLayout(new GridLayout(3,3,5,5));

panel.setBackground(Color.LIGHT\_GRAY);

f1 = new Font(Font.SANS\_SERIF,Font.BOLD+Font.ITALIC,10);

for(int i = 0; i < btn.length; i++){

panel.add(btn[i]);

btn[i].setBackground(Color.ORANGE);

btn[i].setFont(f1);

}

add(panel);

for(int i = 0; i < btn.length; i++){

btn[i].addActionListener(this);

}

}

@Override

public void actionPerformed( ActionEvent event ){

int t = 0;

for(int i = 0; i < 26; i++){

if(event.getSource() == btn[i]){

if(guess > 0){

String a = btn[i].getText();

String word = words[rnd];

char[] c = a.toCharArray();

for(int o = 0; o < org.length; o++){

if(word.charAt(o) == c[0]){

t = 1;

org[o] = c[0];

temp = String.valueOf(org);

label4.setText(temp+" ");

}

}

btn[i].setVisible(false);

if( t == 0 ){

guess--;

label2.setText("Rmaining Tries: "+guess+" ");

}

}

else if(guess == 0){

String b = "LOOSE";

label3.setText("Game Status: " + b + " ");

dialog.showMessageDialog(null,"You are out of tries.\nThe orignal word was: "+words[rnd]);

System.exit(0);

}

}

}

if(temp.equals(words[rnd]) && t > 0){

String b = "WON";

label3.setText("Game Status: " + b + " ");

dialog.showMessageDialog(null,"You have guessed the right word.");

System.exit(0);

}

}

}

**Outputs:**



