#include <stdio.h>

#include <stdlib.h>

#include <string.h>

struct node

{

struct node \*next;

char data;

} \*start;

char movie[100];

int lives=5;

struct node \*start=NULL;

struct node \*insert(struct node \*start,char val);

void display(struct node\*);

int traverse(struct node\*,char checkvar);

int computer\_main();

void friend1(struct node \*start);

void showHangman(int);

void computer1(char [],struct node \*start);

int main()

{

int option;

printf("\n\n\n \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*\n");

printf(" \* \*\n");

printf(" \* HANG-MAN GAME \*\n");

printf(" \* 1.Play with the computer \*\n");

printf(" \* 2.Play with a friend \*\n");

printf(" \* \*\n");

printf(" \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*");

printf("\n\n\nEnter Your choice:");

scanf("%d",&option);

switch(option){

case 1: computer\_main();

break;

case 2: friend1(start);

break;

default:printf("Invalid option");

}

return 0;

}

int computer\_main()

{

system("cls");

int c1;

char m1[20] = "thor";

char m2[20] = "avengers infinity";

char m3[20] = "spiderman";

char m4[20] = "taken 2";

printf(" \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*\n");

printf(" \* << COMPUTER VS PLAYER >> \*\n");

printf(" \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*\n\n");

printf(" There are 4 movie options.\n Enter your choice ");

scanf ("%d",&c1);

switch(c1){

case 1: computer1(m1,start);

break;

case 2: computer1(m2,start);

break;

case 3: computer1(m3,start);

break;

case 4: computer1(m4,start);

break;

default:printf("Invalid option");

}

return 0;

}

void computer1(char m[],struct node \*start)

{

int k,length1,p,winner;

char checkvar,travsucc;

length1=strlen(m);

for(k=0;k<=length1;k++)

{

start = insert(start,m[k]);

}

char g[length1];

g[length1]='\0';

system

("cls");

printf(" << PLAYER >> \n\n Guess the movie name\n");

for(k=0;k<length1;k++)

{

g[k]='\_';

}

for(p=0;p<length1;p++)

{

printf(" ");

if (m[p]==32)

{

g[p]=m[p];

printf(" %c",g[p]);

}

else{

printf("%c",g[p]);

}

}

while(length1!='\0' && lives!=0){

printf("\nEnter your guess (any alphabet) :\n");

scanf("\n %c",&checkvar);

if(checkvar<'a' || checkvar>'z'){

printf("Your input is invalid\n");

}

travsucc=traverse(start,checkvar);

for(k=0;k<=length1;k++)

{

if(m[k]==travsucc)

{

g[k]=m[k];

}

printf(" %c", g[k]);

}

winner = strcmp(g,m);

if(winner == 0)

{

printf("\n\n \t You are the WINNER !!!!!\n");

printf(" \t << GAME OVER >> \n\t The entered movie was %s ",m);

break;

}

if(lives==0){

system("cls");

printf(" YOU LOSE!!!! \n << GAME OVER >>\n The movie name was %s \n\n",m);

printf(" The man is Dead!!\n\t||===== ");

printf("\n\t|| | ");

printf("\n\t|| %cO/",'\\');

printf("\n\t|| | ");

printf("\n\t|| / %c",'\\');

printf("\n\t|| ");

}

}

}

void friend1(struct node \*start){

int i,length,j,winner;

char checkvar,travsucc;

system("cls");

printf(" \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*");

printf(" \* << PLAYER 1 VS PLAYER 2 >> \n\n\*");

printf(" \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*\n\n");

printf("PLAYER 1 : \n\nEnter the name of the movie:");

scanf(" %[^\t\n]s",&movie);

length=strlen(movie);

for(i=0;i<=length;i++)

{

start = insert(start,movie[i]);

}

char guess[length];

guess[length]='\0';

system("cls");

printf(" \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*");

printf(" \* << PLAYER 1 VS PLAYER 2 >> \n\n\*");

printf(" \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \* \*\n\n");

printf("PLAYER 2 : \n\nGuess the movie name\n");

for(i=0;i<length;i++)

{

guess[i]='\_';

}

for(j=0;j<length;j++)

{

printf(" ");

if (movie[j]==32)

{

guess[j]=movie[j];

printf(" %c",guess[j]);

}

else{

printf("%c",guess[j]);

}

}

while(length!='\0' && lives!=0){

printf("\nEnter your guess (any alphabet) :\n");

scanf("\n %c",&checkvar);

if(checkvar<'a' || checkvar>'z'){

printf("Your input is invalid\n");

}

travsucc=traverse(start,checkvar);

for(i=0;i<=length;i++)

{

if(movie[i]==travsucc)

{

guess[i]=movie[i];

}

printf(" %c", guess[i]);

}

winner = strcmp(guess,movie);

if(winner == 0)

{

printf("\n\n \t You are the WINNER !!!!!\n");

printf(" \t << GAME OVER >> \n\t The entered movie was %s",movie);

break;

}

if(lives==0){

system("cls");

printf(" YOU LOSE!!!! \n << GAME OVER >>\n The entered movie was %s\n\n",movie);

printf(" The man is Dead!!\n\t||===== ");

printf("\n\t|| | ");

printf("\n\t|| %cO/",'\\');

printf("\n\t|| | ");

printf("\n\t|| / %c",'\\');

printf("\n\t|| ");

}

}

}

struct node \*insert(struct node \*start, char val){

int length;

struct node \*new\_node,\*ptr;

length = strlen(movie);

new\_node=(struct node\*)malloc(sizeof(struct node));

new\_node->data=val;

if(start==NULL){

new\_node->next=NULL;

start=new\_node;

}

else{

ptr=start;

while(ptr->next!=NULL)

ptr=ptr->next;

ptr->next=new\_node;

new\_node->next=NULL;

}

return start;

}

int traverse(struct node \*start,char checkvar){

struct node \*ptr2;

int f=0;

ptr2=start;

while(ptr2->next!=NULL && lives>=0){

if(ptr2->data==checkvar){

f=1;

printf("That's Correct !! \n\n ");

return checkvar;

}

ptr2=ptr2->next;

} if(f==0)

{

--lives;

showHangman(lives);

return 0;

}

}

void showHangman(int lives)

{

switch(lives)

{

case 0:

system("cls");

printf("\n\t||===== ");

printf("\n\t|| | ");

printf("\n\t|| %cO/",'\\');

printf("\n\t|| | ");

printf("\n\t|| / %c",'\\');

printf("\n\t|| ");

printf("\n\nYou guessed it wrong!\n");

printf("You have %d lives left :( \n\n",lives);

break;

case 1:

system("cls");

printf("\n\t||===== ");

printf("\n\t|| | ");

printf("\n\t|| %cO/",'\\');

printf("\n\t|| | ");

printf("\n\t|| %c",'\\');

printf("\n\t|| ");

printf("\n\nYou guessed it wrong!\n");

printf("You have %d lives left :( \n\n",lives);

break;

case 2:

system("cls");

printf("\n\t||===== ");

printf("\n\t|| | ");

printf("\n\t|| %cO/",'\\');

printf("\n\t|| | ");

printf("\n\t|| ");

printf("\n\t|| ");

printf("\n\nYou guessed it wrong!");

printf("\nYou have %d lives left :( \n\n",lives);

break;

case 3:

system("cls");

printf("\n\t||===== ");

printf("\n\t|| | ");

printf("\n\t|| %cO/",'\\');

printf("\n\t|| ");

printf("\n\t|| ");

printf("\n\t|| ");

printf("\n\nYou guessed it wrong!");

printf("\nYou have %d lives left :( \n\n",lives);

break;

case 4:

system("cls");

printf("\n\t||===== ");

printf("\n\t|| | ");

printf("\n\t|| %cO ",'\\');

printf("\n\t|| ");

printf("\n\t|| ");

printf("\n\t|| ");

printf("\n\nYou guessed it wrong!\n");

printf("You have %d lives left :( \n\n",lives);

break;

case 5:

system("cls");

printf("\n\t||===== ");

printf("\n\t|| | ");

printf("\n\t|| O ");

printf("\n\t|| ");

printf("\n\t|| ");

printf("\n\t|| ");

// printf("\n\n \n !!!!! GAME OVER !!!!! \n");

//printf("\nYou have %d lives left :( \n\n",lives);

break;

}

}