

Spyder (Python 3.7)

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C:\Users\layug\spyder-py3

Editor - C:\Users\layug\spyder-py3\isWordGuessed.py

isWordGuessed.py getGuessedWord.py getAvailableLetters.py Hangaroo.py

```
1 def isWordGuessed(secretWord, lettersGuessed):
2     t = 0
3     for s, letter in enumerate(secretWord):
4         if letter in lettersGuessed:
5             t += 1
6     if t == len(secretWord):
7         return True
8     else:
9         return False
10
```

Variable explorer

| Name | Type | Size | Value |
|------|------|------|-------|
|------|------|------|-------|

IPython console

Console 1/A

```
In [4]: isWordGuessed('maroons', ['a', 'b'])
Out[4]: False

In [5]: isWordGuessed('maroons', 'r')
Out[5]: False

In [6]:
```

Variable explorer History log

Help

Source Console Object

Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

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File explorer Help

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Spyder (Python 3.7)

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C:\Users\layug\.spyder-py3

Editor - C:\Users\layug\.spyder-py3\getGuessedWord.py

```
1 def getGuessedWord(secretWord, lettersGuessed):
2     result = []
3     for l in secretWord:
4         if l in lettersGuessed:
5             result.append(l)
6         else:
7             result.append('_')
8     return ' '.join(result)
```

Variable explorer

| Name | Type | Size | Value |
|------|------|------|-------|
|------|------|------|-------|

IPython console

```
Console 1/A
getGuessedWord('maroons', 'r')

NameError: name 'getGuessedWord' is not defined

In [7]:
In [7]: runfile('C:/Users/layug/.spyder-py3/getGuessedWord.py', wdir='C:/Users/layug/.spyder-py3')
In [8]: getGuessedWord('maroons', 'r')
Out[8]: '_ _ r _ _ _ _'
In [9]:
```

Variable explorer History log

Help

Source Console Object

Usage

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Spyder (Python 3.7)

File Edit Search Source Run Debug Consoles Projects Tools View Help

Editor - C:\Users\layug\.spyder-py3\getAvailableLetters.py

```
1 import string
2 alph = string.ascii_lowercase
3 def getAvailableLetters(lettersGuessed):
4     remain = []
5     for y in alph:
6         if y not in lettersGuessed:
7             remain.append(y)
8     return ''.join(remain)
```

Variable explorer

| Name | Type | Size | Value |
|------|------|------|----------------------------|
| alph | str | 1 | abcdefghijklmnopqrstuvwxyz |

IPython console

```
Out[21]: abcdefghijklmnopqrstuvwxyz

In [22]: runfile('C:/Users/layug/.spyder-py3/getAvailableLetters.py', wdir='C:/Users/layug/.spyder-py3')

In [23]: getAvailableLetters('s')
Out[23]: 'a'

In [24]: runfile('C:/Users/layug/.spyder-py3/getAvailableLetters.py', wdir='C:/Users/layug/.spyder-py3')

In [25]: getAvailableLetters(['s','t','u'])
Out[25]: 'abcdefghijklmnopqrstvwxyz'

In [26]:
```

Help

Usage

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Spyder (Python 3.7)

File Edit Search Source Run Debug Consoles Projects Tools View Help

C:\Users\Jayug\spyder-py3

Editor - C:\Users\Jayug\spyder-py3\Hangaroo.py

isWordGuessed.py getGuessedWord.py getAvailableLetters.py Hangaroo.py

```
1 import string
2 alph = string.ascii_lowercase
3 print ("Hey! Welcome to Hangaroo Let's start by choosing any word. Type it like: The game hangaroo('word')")
4 def isWordGuessed(secretWord, lettersGuessed):
5     t = 0
6     for s, letter in enumerate(secretWord):
7         if letter in lettersGuessed:
8             t += 1
9     if t == len(secretWord):
10         return True
11     else:
12         return False
13 def getGuessedWord(secretWord, lettersGuessed):
14     result = []
15     for l in secretWord:
16         if l in lettersGuessed:
17             result.append(l)
18         else:
19             result.append('_')
20     return ' '.join(result)
```

Variable explorer

| Name | Type | Size | Value |
|------|------|------|----------------------------|
| alph | str | 1 | abcdefghijklmnopqrstuvwxyz |

IPython console

Console 1/A

```
Hit me up with a letter: n
Sweeeet: m a r o o n _
-----
Your remaining 5 chances left, you got this!
Letters that maybe you forgotten: bcdefghijklpqstuvwxyz

Hit me up with a letter: s
Sweeeet: m a r o o n s
-----
Nice Champ!

In [41]:
```

Variable explorer History log

Help

Source Console Object

Usage

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