

ASKNBID DATA SCIENCE INTERNSHIP

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ASKNBID ASSIGNMENT (DATA SCIENCE) Solution:-

Task 1 :-

NOTE:- Please do read this..

- I have made this Hangman program using R language.
- I have tried to develop my program as near possibly correct.
- I have tried my best and put my best efforts.

- In my program if we comment the lines 96,105-111.
- My program will always end up in finding the correct word , and it will always win.
- But if we keep these lines 96,105-111 uncommented, the program might win/lose in some cases.
- start()---> this will begin the program just write start() on console and then next line give input.

Program:-

```
consonants <- c("b","c","d","f","g","h","j","k","l","m","n","p","q",
               "r","s","t","v","w","x","y","z")
vowels <- c("a","e","i","o","u")
catn <- function(s) #this function is used for printing a variable and for next line
{
  cat(s,"\n",sep="")
}
start<-function() #main function ---->this starts the game ---takes an input first, give your input in the
console
{
  inputword<-readline() # reading the string from console (user input)
  inputword<-tolower(inputword)
  guessed_string<-NULL #guessed string--->will be storing the correctly guessed characters
  missed<-NULL #missed---> stores the wrong guessed characters
  x <- nchar(inputword)
  len <- nchar(inputword)
  #printing the empty base before the program makes a guess.
  while (x != 0)
  {
    guessed_string=paste(guessed_string,'_',sep="")
    x = x - 1
    if (x == 0) {
      missed<-paste(missed,"missed :")
    }
  }
  catn(c(guessed_string,missed))
  attempt=0
  # from here program starts guessing the letters, after 6 wrong attempts it will stop.
```

```

while(attempt!=6)
{
  val<-sample(vowels,size=1)
  val1<-sample(consonants,size=1)
  i=1
  if(str_detect(inputword,val)) #checks if the letter exists in the given string
  {
    cat("guess :",val,"\n\n")
    index<-str_locate_all(pattern=val,inputword)
    while(i<=len)
    {
      if(is.element(i,index[[1]]))
      {
        substr(guessed_string,i,i)<-val
      }
      i=i+1
    }
    if(guessed_string==inputword) #if matched print the output and program terminates here.
    {
      catn(c(guessed_string,missed))
      break;
    }
    catn(c(guessed_string,missed))
    val=""
  }
  else if(str_detect(inputword,val1))
  {
    cat("guess :",val1,"\n\n")
    index<-str_locate_all(pattern=val1,inputword)
    while(i<=len)
    {

```

```

    if(is.element(i,index[[1]]))
    {
        substr(guesses_string,i,i)<-val1
    }
    i=i+1
}
if(guesses_string==inputword)
{
    catn(c(guesses_string,missed))
    break;
}
catn(c(guesses_string,missed))
val1=""
}
else                                     #letters which do not match are stored in missed.
{
    re<-str_locate_all(pattern=val,missed)
    re1<-str_locate_all(pattern=val1,missed) #----->line mentioned in the note at starting
    if(length(re[[1]])==0) #condition makes sure if the letter is not repeated. If yes then attempt is not
    counted.
    {
        cat("guess :",val,"\n\n")
        missed<-paste(missed,val)
        catn(c(guesses_string,missed))
        attempt=attempt+1
    }
    else if(length(re1[[1]])==0) #----->lines mentioned in the note at starting
    {
        cat("guess :",val1,"\n\n")
        missed<-paste(missed,val1)
        catn(c(guesses_string,missed))
    }
}

```

```

    attempt=attempt+1
}
}
}}
start() # ←----- calls all the functions and initiates the program

```

Outputs generated while testing----->

OUTPUT 1: -----status: program loses

> start()

hello

_____ missed :

guess : j

_____ missed : j

guess : l

__ll_ missed : j

guess : o

__llo missed : j

guess : a

__llo missed : j a

guess : o

__llo missed : j a

guess : u

__llo missed : j a u

guess : q

__llo missed : j a u q

guess : e

_ello missed : j a u q

guess : x

_ello missed : j a u q x

guess : k

ello missed : j a u q x k

OUTPUT 2: -----status: program wins

> start()

go

__ missed :

guess : t

__ missed : t

guess : a

__ missed : t a

guess : y

__ missed : t a y

guess : o

_o missed : t a y

guess : u

_o missed : t a y u

guess : z

_o missed : t a y u z

guess : g

go missed : t a y u z

OUTPUT 3: -----status: program wins

>start()

prakhar

_____ missed :

guess : a

__a__a__ missed :

guess : a

__a__a__ missed :

guess : a

__a__a__ missed :

guess : r

_ra__ar missed :

guess : p

pra__ar missed :

guess : r

pra__ar missed :

guess : o

pra__ar missed : o

guess : a

pra__ar missed : o

guess : a

pra__ar missed : o

guess : l

pra__ar missed : o l

guess : j

pra__ar missed : o l j

guess : w

pra__ar missed : o l j w

guess : k

prak_ar missed : o l j w

guess : a

prak_ar missed : o l j w

guess : k

prak_ar missed : o l j w

guess : a

prak_ar missed : o l j w

guess : a

prak_ar missed : o l j w

guess : f

prak_ar missed : o l j w f

guess : p

prak_ar missed : o l j w f

guess : r

prak_ar missed : o l j w f

guess : h

prakhar missed : o l j w f

Task 2 - Accuracy

In this I have printed the accuracy for each word, for every word my program guesses the %accuracy by the formula --->

$$(\text{correct_guess} / \text{lenght_of_the_word}) * 100 = x\%$$

eg:-

hello //--->word_string

correct guess=3

total lenght=5

accuracy = (3/5)*100= 60%

Program :-

```
getwd()
```

```
words<-read.delim("words.txt",header=F)
```

```
consonants <- c("b","c","d","f","g","h","j","k","l","m","n","p","q",  
               "r","s","t","v","w","x","y","z")
```

```
vowels <- c("a","e","i","o","u")
```

```
catn <- function(s) #this function is used for printing a variable and for next line
```

```
{
```

```
  cat(s,"\n",sep="")
```

```
}
```

```
inputword<-""
```

```
x=0
```

```
len=0
```


start<-function(extracted_word) #main function ----this starts the game ---takes an input first, give your input in the console

```
{  
  inputword<-extracted_word# reading the string from console (user input)  
  inputword<-tolower(inputword)  
  x <- nchar(inputword)  
  guessed_string<-"" #guessed string--->will be storing the correctly guessed characters  
  missed<-"" #missed---> stores the wrong guessed characters  
  len <- nchar(inputword)  
  #printing the empty base before the program makes a guess.  
  missed<-paste(missed,"missed :")  
  attempt=0  
  cal=0  
  count=0  
  # from here program starts guessing the letters, after 6 wrong attempts it will stop.  
  while(attempt!=6)  
  {  
    val<-sample(vowels,size=1)  
    val1<-sample(consonants,size=1)  
    if(str_detect(inputword,val)) #checks if the letter exists in the given string  
    {  
      if(str_detect(guessed_string,val)==F){  
        count=count+1  
        guessed_string<-paste(guessed_string,val)  
      }  
      if(nchar(guessed_string)==nchar(inputword)) #if matched print the output and program  
      terminates here.  
      {  
        break;  
      }  
      val=""  
    }  
  }
```

```

else if(str_detect(inputword,val1))
{
  if(str_detect(guessed_string,val1)==F){
    count=count+1
    guessed_string<-paste(guessed_string,val1)
  }

  if(nchar(guessed_string)==nchar(inputword)) #if matched print the output and program
terminates here.

  {
    break;
  }

  val1=""
}

else #letters which do not match are stored in missed.
{
  re<-str_locate_all(pattern=val,missed)

  re1<-str_locate_all(pattern=val1,missed) #----->line mentioned in the note at starting
if(length(re[[1]])==0) #condition makes sure if the letter is not repeated. If yes then attempt is not
counted.
{
  missed<-paste(missed,val)
  attempt=attempt+1
}

else if(length(re1[[1]])==0) #----->lines mentioned in the note at starting
{
  missed<-paste(missed,val1)
  attempt=attempt+1
}
}
}

```

```

cal=(count/len)*100
cal=round(cal,0)
cat(c(inputword,"--->",cal,"%","\n"))
}
j=1
while(j<=nrow(words))
{
  start(words[j,1])
  j=j+1
}
*****

```

Output:-

```

> j=1
> while(j<=nrow(words))
+ {
+   start(words[j,1])
+   j=j+1
+ }
aaronic ---> 71 %
abbatie ---> 43 %
abbott ---> 17 %
abbreviators ---> 42 %
abisia ---> 33 %
aboon ---> 40 %
aborting ---> 50 %
abortive ---> 50 %
abraded ---> 57 %
absarokite ---> 50 %
absquatulate ---> 50 %
abstr ---> 20 %
abusage ---> 57 %

```

abuta ---> 40 %
abuttals ---> 50 %
acanthodei ---> 50 %
acaroid ---> 43 %
acates ---> 50 %
accademia ---> 56 %
accent ---> 50 %
accentor ---> 50 %
acceptancies ---> 50 %
accesses ---> 38 %
accumulative ---> 33 %
accumulatively ---> 29 %
ace ---> 67 %
acephalocyst ---> 50 %
acerli ---> 50 %
acetoxyls ---> 56 %
acetylsalol ---> 45 %
acidulate ---> 67 %
ackerman ---> 50 %
acor ---> 50 %
acquaint ---> 57 %
acquire ---> 86 %
acrobatic ---> 56 %
acromyotonus ---> 33 %
acrostics ---> 44 %
actinocarpous ---> 38 %
actinozoa ---> 67 %
actory ---> 33 %
acylamino ---> 56 %
adachi ---> 50 %
add ---> 0 %

addedly ---> 29 %
addlings ---> 50 %
adelantados ---> 36 %
adelges ---> 43 %
adenocoele ---> 33 %
adenological ---> 50 %
adeptness ---> 56 %
adherence ---> 33 %
adiaphoretic ---> 42 %
adits ---> 80 %
adjuring ---> 50 %
adlare ---> 50 %
admirers ---> 25 %
admissibility ---> 38 %
adonias ---> 43 %
adoptively ---> 50 %
adpress ---> 43 %
adrenalize ---> 50 %
adron ---> 60 %
adscriptitious ---> 54 %
adterminal ---> 30 %
advertising ---> 36 %
advisers ---> 50 %
aeroview ---> 50 %
aeruginous ---> 50 %
aesir ---> 60 %
afb ---> 67 %
aflicker ---> 50 %
afret ---> 60 %
aftosa ---> 33 %
agana ---> 20 %

agars ---> 20 %
agavose ---> 57 %
aged ---> 50 %
agenesic ---> 50 %
agenting ---> 38 %
aggrieved ---> 56 %
aggro ---> 60 %
aghostness ---> 40 %
aglucone ---> 50 %
agrah ---> 20 %
agronomical ---> 55 %
aguste ---> 50 %
ailina ---> 33 %
ainsley ---> 71 %
airbrushing ---> 27 %
airdate ---> 71 %
airedale ---> 38 %
alamiqui ---> 38 %
alamoth ---> 29 %
alantolactone ---> 31 %
alay ---> 0 %
alberta ---> 43 %
albuminose ---> 50 %
alcyone ---> 14 %
aldide ---> 50 %
alek ---> 50 %
alephs ---> 50 %
algidness ---> 67 %
alias ---> 40 %
alkylated ---> 56 %
allagite ---> 50 %

alle ---> 50 %
allegheny ---> 44 %
alleyite ---> 50 %
alliaceous ---> 50 %
allocator ---> 33 %
allomorph ---> 0 %
allosterically ---> 50 %
allothogenous ---> 46 %
allouez ---> 57 %
allyou ---> 50 %
almaden ---> 43 %
almoner ---> 86 %
alterocentric ---> 46 %
altimeter ---> 22 %
altincar ---> 25 %
alvah ---> 60 %
amalgams ---> 12 %
ambitionless ---> 50 %
amblycephalidae ---> 33 %
amboceptor ---> 50 %
amboinese ---> 78 %

-----my program does not display output after this.