

“GUESS THE WORD”

A MINI- PROJECT REPORT ON Guess the word

Submitted in partial fulfillment of the requirements

For the degree of

Bachelor of Engineering

In

Information Technology

by

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CERTIFICATE

This is to certify that, Mini Project entitled

“ GUESS THE WORD ”

is a bonafide work done by

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and is submitted in the partial fulfillment of the requirement for the
degree of

Bachelor of Engineering
in
Information Technology
to the
University of Mumbai

Supervisor
Prof. Nilima M. Dongre

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Certificate of Approval by Examiners

This Mini Project report entitled “ Project Title ” is a bonafide work done by Student Names under the supervision of Prof.Nilima Dongre approved for the award of Bachelor’s Degree in Information Technology, University of Mumbai.

Examiners :

1.....

2.....

Supervisors :

1.....

2.....

Principal :

.....

Date :

Place :

DECLARATION

We declare that this written submission represents our ideas in our own words and where others' ideas or words have been included, we have adequately cited and referenced the original sources. We also declare that we have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in our submission. We understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

Name and Roll No. of Students

Signature

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Date:

Place:

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The project “GUESSWORD” is the creative work of many minds. A proper synchronization between individuals is must for any project to be completed successfully. One cannot imagine the power of the force that guides us all and neither can we succeed without acknowledging it.

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PREFACE

We take a great opportunity to present this Mini Project report on “**PROJECT TITLE**” and put before readers some useful information regarding our project.

We have made sincere attempts and taken every care to present this matter in precise and compact form, the language being as simple as possible. We are sure that the information contained in this volume certainly proves useful for better insight in the scope and dimension of this project in its true perspective.

The task of the completion of the project though being difficult was made quite simple, interesting and successful due to the deep involvement and complete dedication of our group members.

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1.1	INTRODUCTION TO SCRIPTING LANGUAGES:	

A **script** or **scripting language** is a computer **language** with a series of commands within a file that is capable of being executed without being compiled. Good examples of server-side **scripting languages** include Perl, PHP, and Python. The best example of a client-side **scripting language** is JavaScript.

1.2 WHY PARTICULAR SCRIPTING LANGUAGE:

Shell scripting allows us to program commands in the chain and have the system execute them as a scripted event, just like a batch file. They also allow for far more useful functions such as command substitution.

1.3 PROBLEM STATEMENT:

GUESS THE WORD is a digitalized version of the very basic paper and pencil game of guessing words. It processes the input from the user and checks it with the dictionary present in its logic.

1.4 OBJECTIVE:

To write a shell script program to create a digitized version of the pen and paper game **Guess the Word** friendly for people of all ages.

2. LITERATE SURVEY:

Here we study various functions and features that shell scripting offers.

We came across how we can read the file and print the result of it. We went through a lot of tutorials and official documentation of shell scripting to learn all the necessary fundamentals to create the project.

3. PROPOSED SYSTEM

3.1 INTRODUCTION OF PROPOSED SYSTEM AND ARCHITECTURE

This project is focused on creating a game where a user has to guess a word. The guess is based on the word limit that is displayed on the screen first. The user is supposed to enter a letter at every guess. At every right guess the message “Good Going” gets displayed. However for every wrong

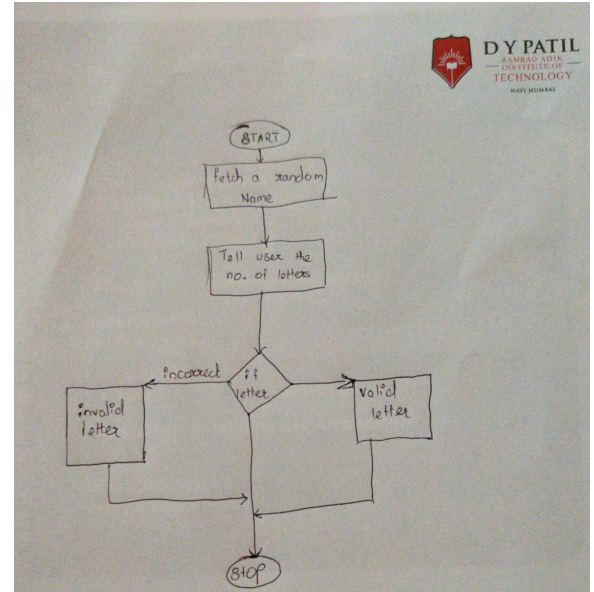
guess the message “Sorry the letter is not present in the word” gets displayed.

The program increments the count of guesses made everytime. With every wrong guess the counter to bad guesses also keeps on increasing.

3.2 HARDWARE AND SOFTWARE REQUIREMENTS

Hardware: Computer

Software: Linux OS, Terminal



4. IMPLEMENTATION:

4.1: SYSTEM BLOCK DIAGRAM:

4.2: MODULE DESCRIPTION:

The user will be able to guess a random word. The only hint that the user has will be the length of the word.

Every time the user enters a correct letter the blank space will be filled accordingly. Every wrong answer will tell the user about the wrong word that's been entered.

4.3: CODE:

```
#!/bin/sh

blank="....."

getword()
{
    case $(( $$ % 8 )) in
        0 ) echo "pizzazz" ;; 1 ) echo
"delicious" ;;
        2 ) echo "gargantuan" ;; 3 ) echo
"minaret" ;;
        4 ) echo "paparazzi" ;; 5 ) echo
"delinquent" ;;
        6 ) echo "zither" ;; 7 ) echo
"cuisine" ;;
    esac
}

addLetterToWord()
{
    letter=1

    while [ $letter -le $letters ] ; do

        if [ "$(echo $word | cut -c$letter)" =
"$guess" ] ; then
```

```
        before="$(( $letter - 1 ))"; after="$((
$letter + 1 ))"

        if [ $before -gt 0 ] ; then

            tbefore="$(echo $template | cut
-c1-$before)"

            else

                tbefore=""

            fi

            if [ $after -gt $letters ] ; then

                template="$tbefore$guess"

            else

                template="$tbefore$guess$(echo
$template | cut -c$after-$letters)"

            fi

            fi

            letter=$(( $letter + 1 ))

        done

        remaining=$(echo $template|sed
's/[^.]/g'|wc -c|sed 's/[[:space:]]//g')

        remaining=$(( $remaining - 1 ))

    }

    word=$(getword)

    letters=$(echo $word | wc -c | sed
's/[[:space:]]//g')

    letters=$(( $letters - 1 ))
```

```
template="$(echo $blank | cut  
-c1-$letters)"
```

```
remaining=$letters ; guessed="" ;  
guesses=0; badguesses=0
```

```
echo "*** You're trying to guess a word  
with $letters letters ***"
```

```
while [ $remaining -gt 0 ] ; do
```

```
    echo -n "Word is: $template Try what  
letter next? " ; read guess
```

```
    guesses=$(( $guesses + 1 ))
```

```
    if echo $guessed | grep -i $guess >  
/dev/null ; then
```

```
        echo "You've already guessed that  
letter. Try again!"
```

```
        elif ! echo $word | grep -i $guess >  
/dev/null ; then
```

```
            echo "Sorry, the letter \"$guess\" is not  
in the word."
```

```
            guessed="$guessed$guess"
```

5. RESULTS:

5.1 OUTPUT SNAPSHOT:

```
badguesses=$(( $badguesses + 1 ))
```

```
else
```

```
    echo "Good going! The letter $guess is  
in the word!"
```

```
    addLetterToWord $guess
```

```
fi
```

```
done
```

```
echo -n "Congratulations! You guessed  
$word in $guesses guesses"
```

```
echo " with $badguesses bad guesses"
```

```
exit 0
```

```
input
** You're trying to guess a word with 9 letters **
Word is: ..... Try what letter next? d
Good going! The letter d is in the word!
Word is: d..... Try what letter next? e
Good going! The letter e is in the word!
Word is: de..... Try what letter next? a
Sorry, the letter "a" is not in the word.
Word is: de..... Try what letter next? l
Good going! The letter l is in the word!
Word is: del..... Try what letter next? i
Good going! The letter i is in the word!
Word is: deli.i... Try what letter next? n
Sorry, the letter "n" is not in the word.
Word is: deli.i... Try what letter next? q
Sorry, the letter "q" is not in the word.
Word is: deli.i... Try what letter next? c
Good going! The letter c is in the word!
Word is: delici... Try what letter next? o
Good going! The letter o is in the word!
Word is: delicio.. Try what letter next? u
Good going! The letter u is in the word!
Word is: deliciou. Try what letter next? s
Good going! The letter s is in the word!
Congratulations! You guessed delicious in 11 guesses with 3 bad guesses
```

6. CONCLUSION AND FUTURE

SCOPE:

6.1: CONCLUSION:

The motto of the project was to bring the most out of one's vocabulary and help them test their skills.

6.2: FUTURE SCOPE:

The game in itself is complex as it only tells the length of the word. Further, we can add levels in this game based on age groups or based on basic and advanced levels and make the dictionary bigger than the existing one.

6.3: BENEFIT TO SOCIETY:

This game can be used as a brainbuster for toddlers and kids and also for the people of all ages who wish to bring out more of their skills.