

INTERMEDIATE MATERIAL

SD Girls Coding Camp 2016

DAY 5

HANGMAN! YOUR FINAL PROJECT

1. Hangman should have methods for seeing if the letter the user guessed is in the array/word, and changing the array to be displayed if the letter is found
2. Create a few different arrays of 5 letter words (each word should not have repeat letters, Advanced students, try for words with repeat letters)
 - a. Ex. array1=[C O D E R] array2=[R O A D S]
3. Ask user for a number
4. Use random number generator to take the % of that number over the random number generated to decide what array/word to use in the game
5. Have a variable to keep track of the tries user has left (10)
6. Create a variable called display that has length 4 that contains 4 *'s. This is the array that will be displayed to the user after each guess.
7. Then should prompt the user to guess a letter
8. Then loop through word_array to see if the letter is in the word_array. (Can use function you wrote yesterday for this and the next step!)
9. Should have a variable to keep track if the letter is found
 - a. Will have boolean variable found that starts as false unless the letter the user entered matches a value stored in the array
 - b. Will also have an int variable called index_found that is equal to i from the for loop if the letter
 - c. If the letter is found, should quit the forloop
10. If the letter is in the word, will then use index_found to change the index of the display array to the letter the user entered.
 - a. Ex. the display array should be C * * * * if the user guessed C for array1=[C O D E R]
11. Should continue prompting user for letters until the turns run out or figure out all of the letters
12. If figure out all letters, on the last letter guessed, should display word and "Congrats you won!"

QUICK FEEDBACK SURVEY

<https://goo.gl/forms/6IvHAI8twe6Ki1xo1>