**Literature Survey:**

The Hangman Game is prepared by using different kind of concepts. We have gone through different kind of concepts regarded to OOP, C++. Different kind of concepts used in this project are as:

**Concepts Used in Project:**

Our project is completed using different kind of concepts. Some of them are as:

**Classes:**

C++ Classes and Objects. Class: The building block of C++ that leads to Object Oriented programming is a Class. It is a user defined data type, which holds its own data members and member functions, which can be accessed and used by creating an instance of that class.

Syntax:

class *class\_name*

{

………

};

**Primitive Built-in Types:**

C++ offers the programmer a rich assortment of built-in as well as user defined data types. One of the primitive built-in types for a function we use is bool. bool stands for Boolean,

*Boolean:* Boolean is a primitive built-in types which returns TRUE or FALSE if it used in the form of type of the function.

**Inheritance:**

Inheritance is defined as derive quality and characteristics from parents or ancestors. Inheritance in Object Oriented Programming can be described as a process of creating new classes from existing classes.

Syntax:

class derived : *access specifier* base

{

………..

……….

}

**Array:**

Array is a collection of similar kind of data member.

Syntax:

*data\_type* array\_name [size] = {……. *array elelments* ……..};

**Loops:**

Loop is the way of performing any kind of task several times. Loops in programming comes into use when we need to repeatedly execute a block of statement. Syntax of while loop is given below:

Syntax:

initialization expression;

while (test\_expression)

{

………….

update\_expression;

}

**If Statements:**

The ability to control the flow of your program, letting it make decisions on what code to execute, is valuable to the programmer. The if statement allows you to control if a program enters a section of code or not based on whether a given condition is true or false.

Syntax:

if (TRUE)

{

// *execute the code if trues*

}

else

{

*// when if case fails*

}

**Switch Statement**

Switch statement is the case of if statement when there will be more cases. In C++ we will be using switch case for long if statements.

Syntax:

switch ()

{

case 1: *// code for first case*

break;

case 2: *// code for second case*

break;

……..

……..

default : *// code for none of the case matched above*

}