

HANG MAN



REPORT
Programming C++

REPORT

HANGMAN C++ GAME

CODE

There are some codes that may need to revise and there are redundant codes that are too excessive... the program may seem to move without real-time information. This is because of the arrays it will have to check. It may trigger AV because of computing usage. The program will move according to your PC specs.

Here are the contents in the code

CONTENTS

0. LOAD LIBRARIES

This loads the Libraries that are necessary

1. LOAD WORDS

This takes the words and stores each character in a nested struct of arrays and saves their word length and also sorts each word accordingly. A little research has to be done here.

2. LOAD GRAPHIC

This is extra coding, You don't need this part but it's for fun . you can edit the graphic.txt and put your own graphics it just has to be 8 lines (1 for number and 7 for image) and it can store up to 20 different pictures

3. GAME SIMULATION

Entire Game code is based here.

4. PROGRAM BACKBONE

Just contains initializing variables, arrays and menu options

More in the source code itself

FILES	
-------	--

Input.txt :

Contains words of different kind, max should be around 100 but game will store only 100 words
ending of the file must be @@@@ ie 5 @s

Start of File : End of File :

End of File :

Damn
Love
you
Why
1231
help
sexual
night3423a
lullaby
january
june
hundred1231

Accidental
Intermittent
Psychological
latent
Symptoms
Sensation
fatigue
inferiority
@@@@@

Graphic.txt :

Contains characters that forms an image
each line is read in whole using `getline()` function

File : (What did I do to deserve such atrocity!?)

1 LINE

(I gave up.. End me)
Guess bad..pleasee..

7 LINES

(You're Evil !!)

Should be 150 characters in length

(DEAD !)

8 Characters in width

(I'm SAVED !! Thank You!!)

EXECUTION

Games works :

[illegible]

```
-----  
W E L C O M E   T O   T H E   G A M E   O F   H A N G M A N  
-----  
  
REMAINING GUESSES : 8  
  
+  
|  
|  
|  
|  
|  
|  
|  
|  
|=====\  
  
HIDDEN WORD :      *    *    *    *    *  
  
-----  
L E T T E R   P A N E L  
-----  
  
-----
```

LETTER PANEL

W E L C O M E T O T H E G A M E O F H A N G M A N

REMAINING GUESSES : 7 **Number of Guesses remaining**

+---+
| |\n
|=====\\

(Please.. I Don't feel so good)

HIDDEN WORD :

Hidden Word

* * * * *

1 - D GRAPHICS

L E T T E R P A N E L

S

PLAYED LETTERS

W E L C O M E T O T H E G A M E O F H A N G M A N

REMAINING GUESSES : 2

+---+
| |\n
|=====\\

\O ^ ^ ^ (I gave up.. End me)
(\\ Guess bad..pleasee..

HIDDEN WORD :

**Correct Guess
Letter Revealed**
A * * * *

L E T T E R P A N E L

Played Letters in Alphabetical Order

→ A E I L P S U

W E L C O M E T O T H E G A M E O F H A N G M A N

REMAINING GUESSES : 0

Zero Guesses

```

+-----+ ( DEAD ! )
|       |
|   O   |
|  / \  |
|       |
|=====\\

```

Game Over

G A M E O V E R !!

The word was :

A B H O R

Print Out Word

< B E T T E R L U C K N E X T T I M E >

Press any key to return to MENU...

W E L C O M E T O T H E G A M E O F H A N G M A N

REMAINING GUESSES : 7

```
|+-----+ ( I'm SAVED !! Thank You!! )  
|         |  
|         | \o/  
|         | |  
|         | / \  
|=====\  
|
```

WIN !!

WIN

The word was : H E I S E N B E R G S

< CONGRATULATIONS !! YOU WON !! >

Press any key to return to MENU...

LOADED - WORDS

1. * ABATE
2. * ABDICATE
3. * ABERRATION
4. * ABHOR
5. * ABSTAIN
6. * ACCIDENTAL
7. * ACCORDING
8. * ADVERSITY
9. * AESTHETIC
10. * AGREEABLE
11. * ANACHRONISTIC
12. * ARID
13. * ASS
14. * ASYLUM
15. * ATOM
16. * BASIC
17. * CENTER
18. * CEREBRAL
19. * CHARGED
20. * CLASSICAL
21. * CONSISTING
22. * DAMMIT
23. * DAMN
24. * DECOMPOSITION
25. * DETERMINANT
26. * ELECTRICALLY
27. * ELECTRODYNAMICS
28. * ELECTRON
29. * ENERGIES
30. * EQUATION
31. * ESSENTIAL
32. * ETIOLOGICAL
33. * FATIGUE
34. * FORM
35. * FORMULATION
36. * FUNCTION
37. * HAMILTONIAN
38. * HANGMAN
39. * HARMONIC

Words Loaded

OPTION 2

Words in Order

This option may trigger antivirus



Program Statement

This program works well except for the messages that states errors and other messages.

REPORT

END OF REPORT