

ASSIGNMENT-5

Hangman Game

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <string.h>
```

```
#include <time.h>
```

```
#define MAX_TRIES 6
```

```
const char *words[] = {"python", "hangman", "programming", "challenge", "openai"};
```

```
void print_hangman(int tries) {
```

```
    printf("\n");
```

```
    printf(" ----- \n");
```

```
    printf(" |  | \n");
```

```
    if (tries < 6) printf(" |  O \n");
```

```
    if (tries < 5) printf(" |  /|\ \n");
```

```
    if (tries < 4) printf(" |  / \ \n");
```

```
    printf(" | \n");
```

```
}
```

```
int main() {
```

```
    srand(time(NULL));
```

```
    const char *word = words[rand() % (sizeof(words) / sizeof(words[0]))];
```

```
    int word_length = strlen(word);
```

```
    char guessed[word_length + 1];
```

```
int tries = MAX_TRIES;

int correct_guesses = 0;


for (int i = 0; i < word_length; i++) {
    guessed[i] = '_';
}

guessed[word_length] = '\0';


printf("Welcome to Hangman!\n");


while (tries > 0 && correct_guesses < word_length) {
    printf("%s\n", guessed);
    print_hangman(tries);
    printf("Enter a letter: ");
    char input;
    scanf(" %c", &input);

    int found = 0;
    for (int i = 0; i < word_length; i++) {
        if (word[i] == input && guessed[i] == '_') {
            guessed[i] = input;
            found = 1;
            correct_guesses++;
        }
    }
}
```

```
    if (!found) {  
        tries--;  
        printf("Incorrect! You have %d tries left.\n", tries);  
    } else {  
        printf("Good guess!\n");  
    }  
}  
  
if (correct_guesses == word_length) {  
    printf("Congratulations! You've guessed the word: %s\n", word);  
} else {  
    printf("Sorry, you've run out of tries. The word was: %s\n", word);  
}  
  
return 0;  
}
```