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import pygame
import random

pygame.display.set_caption("Jogo da Forca")
pygame.init()
winHeight = 480
winWidth = 700
win = pygame.display.set_mode((winWidth, winHeight))
BLACK = (0, 0, 0)
WHITE = (255, 255, 255)
RED = (255, 0, 0)
GREEN = (0, 255, 0)
BLUE = (0, 0, 255)
LIGHT_BLUE = (102, 255, 255)

btn_font = pygame.font.SysFont("arial", 20)
guess_font = pygame.font.SysFont("monospace", 24)
lost_font = pygame.font.SysFont('arial', 25)
word = ''
buttons = []
guessed = []
hangmanPics = [pygame.image.load('hangman0.png'),
pygame.image.load('hangman1.png'), pygame.image.load('hangman2.png'),
                pygame.image.load('hangman3.png'),
pygame.image.load('hangman4.png'), pygame.image.load('hangman5.png'),
                pygame.image.load('hangman6.png')]

limbs = 0

def redraw_game_window():
    global guessed
    global hangmanPics
    global limbs
    win.fill(GREEN)

    for i in range(len(buttons)):
        if buttons[i][4]:
            pygame.draw.circle(win, BLACK, (buttons[i][1],
buttons[i][2]), buttons[i][3])
            pygame.draw.circle(win, buttons[i][0], (buttons[i][1],
buttons[i][2]), buttons[i][3] - 2
            )
            label = btn_font.render(chr(buttons[i][5]), 1, BLACK)
            win.blit(label, (buttons[i][1] - (label.get_width() / 2),
buttons[i][2] - (label.get_height() / 2)))

        spaced = spacedOut(word, guessed)
        label1 = guess_font.render(spaced, 1, BLACK)
        rect = label1.get_rect()
        length = rect[2]

        win.blit(label1, (winWidth / 2 - length / 2, 400))

        pic = hangmanPics[limbs]
        win.blit(pic, (winWidth / 2 - pic.get_width() / 2 + 20, 150))
    pygame.display.update()

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def randomWord():
    file = open('words.txt')
    f = file.readlines()
    i = random.randrange(0, len(f) - 1)

    return f[i][:-1]

def hang(guess):
    global word
    if guess.lower() not in word.lower():
        return True
    else:
        return False

def spacedOut(word, guessed=[]):
    spacedWord = ''
    guessedLetters = guessed
    for x in range(len(word)):
        if word[x] != ' ':
            spacedWord += '_'
            for i in range(len(guessedLetters)):
                if word[x].upper() == guessedLetters[i]:
                    spacedWord = spacedWord[:i]
                    spacedWord += word[x].upper() + ' '
            elif word[x] == ' ':
                spacedWord += ' '
    return spacedWord

def buttonHit(x, y):
    for i in range(len(buttons)):
        if x < buttons[i][1] + 20 and x > buttons[i][1] - 20:
            if y < buttons[i][2] + 20 and y > buttons[i][2] - 20:
                return buttons[i][5]
    return None

def end(winner=False):
    global limbs
    lostTxt = 'Você Perdeu, Digite qualquer tecla para jogar novamente...'
    winTxt = 'Ganhou!, Digite qualquer tecla para jogar novamente...'
    redraw_game_window()
    pygame.time.delay(1000)
    win.fill(GREEN)

    if winner == True:
        label = lost_font.render(winTxt, 1, BLACK)
    else:
        label = lost_font.render(lostTxt, 1, BLACK)

    wordTxt = lost_font.render(word.upper(), 1, BLACK)
    wordWas = lost_font.render('A frase era: ', 1, BLACK)

    win.blit(wordTxt, (winWidth / 2 - wordTxt.get_width() / 2, 295))
    win.blit(wordWas, (winWidth / 2 - wordWas.get_width() / 2, 245))
    win.blit(label, (winWidth / 2 - label.get_width() / 2, 140))
    pygame.display.update()
    again = True
    while again:

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        for event in pygame.event.get():
            if event.type == pygame.QUIT:
                pygame.quit()
            if event.type == pygame.KEYDOWN:
                again = False
    reset()

def reset():
    global limbs
    global guessed
    global buttons
    global word
    for i in range(len(buttons)):
        buttons[i][4] = True

    limbs = 0
    guessed = []
    word = randomWord()

increase = round(winWidth / 13)
for i in range(26):
    if i < 13:
        y = 40
        x = 25 + (increase * i)
    else:
        x = 25 + (increase * (i - 13))
        y = 85
    buttons.append([LIGHT_BLUE, x, y, 20, True, 65 + i])

word = randomWord()
inPlay = True

while inPlay:
    redraw_game_window()
    pygame.time.delay(10)

    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            inPlay = False
        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_ESCAPE:
                inPlay = False
        if event.type == pygame.MOUSEBUTTONDOWN:
            clickPos = pygame.mouse.get_pos()
            letter = buttonHit(clickPos[0], clickPos[1])
            if letter != None:
                guessed.append(chr(letter))
                buttons[letter - 65][4] = False
                if hang(chr(letter)):
                    if limbs != 5:
                        limbs += 1
                    else:
                        end()
            else:
                print(spacedOut(word, guessed))
                if spacedOut(word, guessed).count('_') == 0:
                    end(True)

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pygame.quit()
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