

# Hangman in C

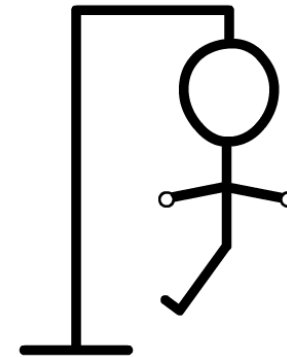
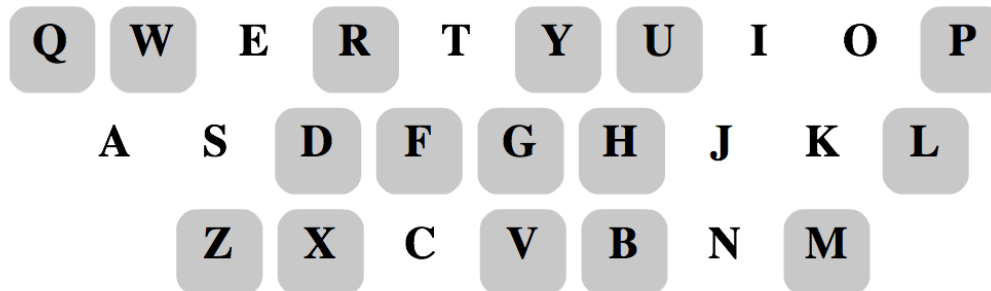
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# Hangman

- 컴퓨터가 단어를 하나 생각하면 그 단어에 포함되어 있는 알파벳을 하나씩 추측해서 전체 단어를 맞추는 게임이다.
- 단어에 없는 알파벳을 추측할 때마다 벌점이 추가되어, 단어를 맞추기 전에 최대 벌점에 이르면 사람이 교수형에 매달리는 게임.

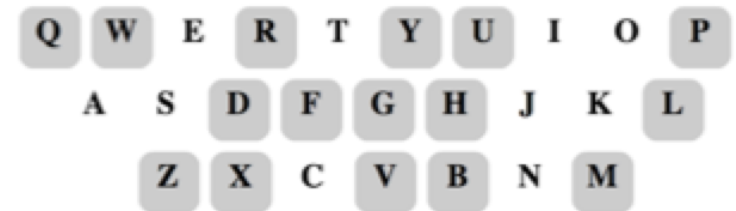
— — A — E

Click on the letters to guess which letters are in this word.  
Make 8 wrong guesses and you lose.



# 기능 요구사항

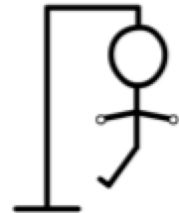
- 입력된 글자 중복 확인 해줌



- 매 입력마다 현재 맞춘 글자의 위치 표시

— — A — E

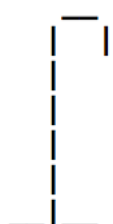
- 매 입력마다 현재 상태를 그림으로 표시



- 매 입력마다 남은 틀린 횟수 표시해줌

# Screenshots

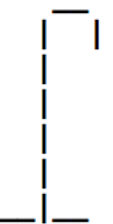
\*\*\*\* Welcome to MJU Hangman Game \*\*\*\*



You have 6 incorrect tries left.  
You've used the following letters:

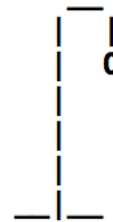
Enter your guess: a

Enter your guess: a  
The letter A is in the word  
Current status: \_\_\_\_A\_\_



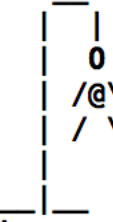
You have 6 incorrect tries left.  
You've used the following letters: A

Enter your guess: b  
Sorry, the letter is not in the word  
Current status: \_\_\_\_A\_\_



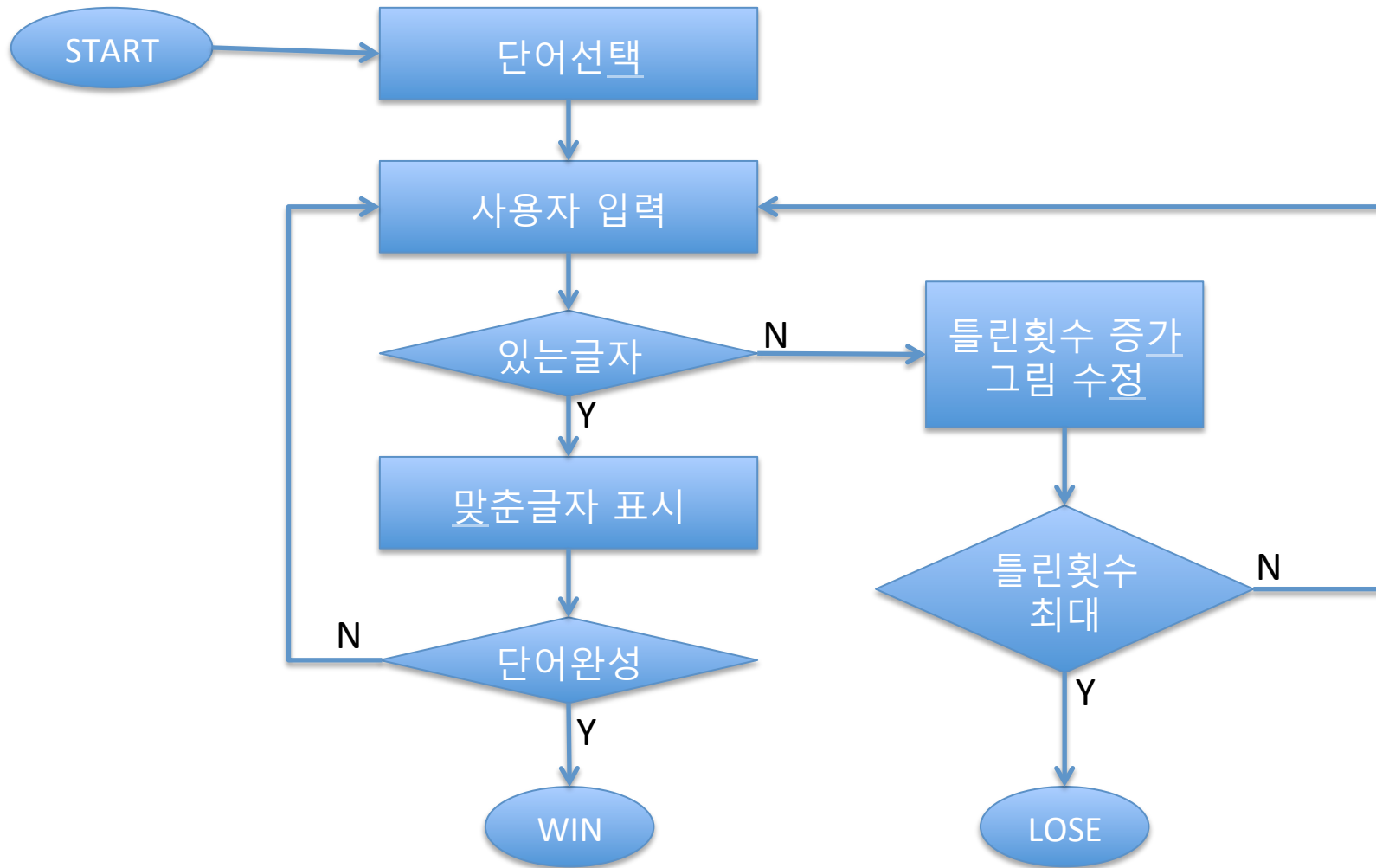
You have 5 incorrect tries left.  
You've used the following letters: AB

Enter your guess: i  
Sorry, the letter is not in the word  
Current status: E\_E\_HA\_\_



The word was ELEPHANT  
Try next time. Goodbye

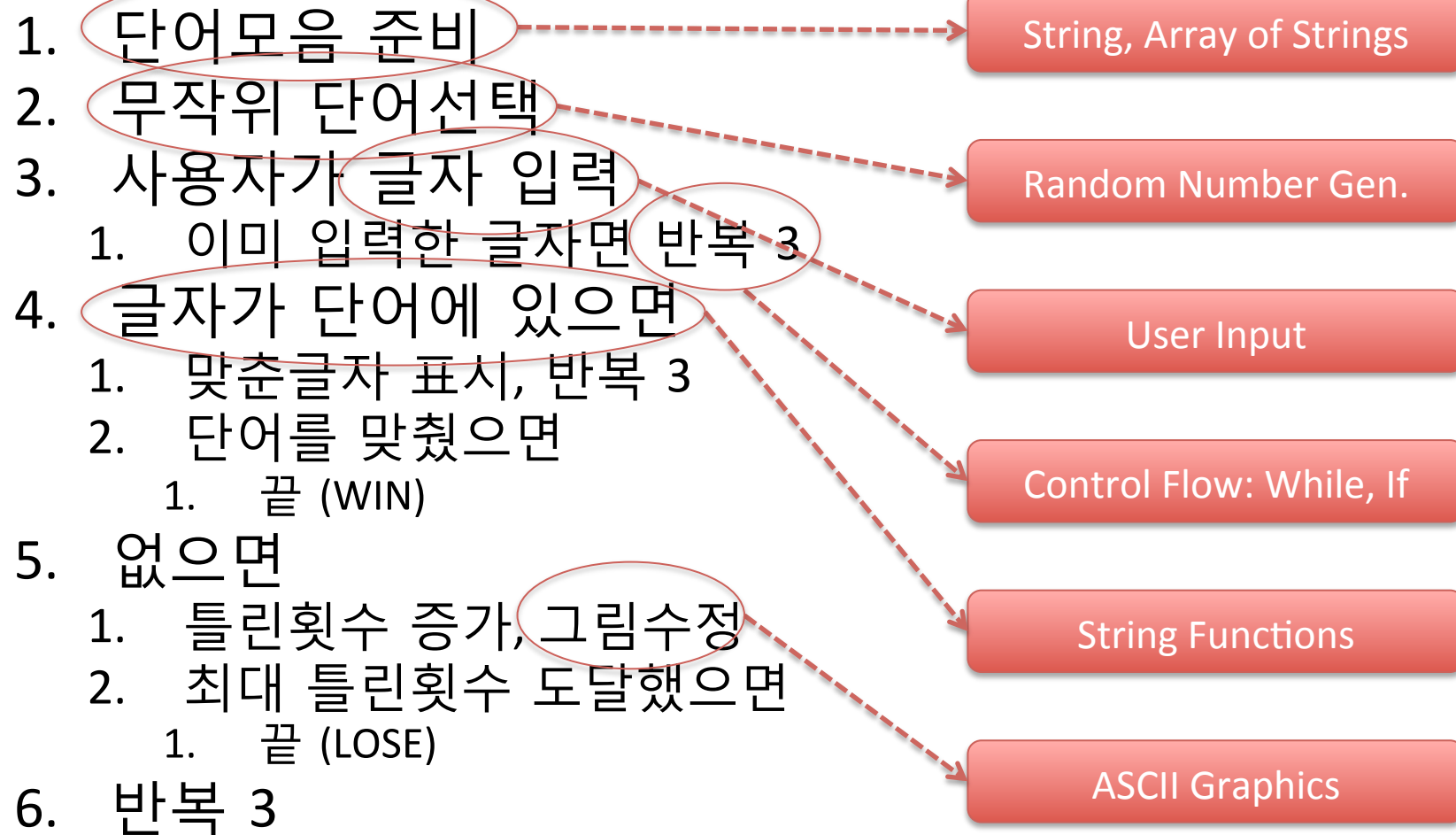
# 로직



# Program Flow

1. 단어모음 준비
2. 무작위 단어선택
3. 사용자가 글자 입력
  1. 이미 입력한 글자면 반복 3
4. 글자가 단어에 있으면
  1. 맞춘글자 표시, 반복 3
  2. 단어를 맞췄으면
    1. 끝 (WIN)
5. 없으면
  1. 틀린횟수 증가
  2. 최대 틀린횟수 도달했으면
    1. 끝 (LOSE)
6. 반복 3

# Program Flow



# String in C

- String = 1-dim array of characters, ending with zero ('\0', NULL, 0)

Index	0	1	2	3	4	5
Variable	H	e	l	l	o	\0
Address	0x23451	0x23452	0x23453	0x23454	0x23455	0x23456

- char emm = 'm';
- char word[] = {'s', 't', 'a', 'r', '\0'};
- char word[] = "star";
- char \*word = "star";



# Array of Strings

- Array of Strings = Array of char \*
- `char *fruits = {"apple", "pear", "peach"};`
- `char *fruits[10]; fruits[0] = "apple"; ...`

