

# Hangman in C

Sept 22

# HW2

```
void printGuess( int len )
{
    printf( "The word is : ");

    for( int i=0; i < len; i++ )
        printf("_");

    printf("\n");
}

char getAlpha( void )
{
    char c;
    do {
        c = getchar();
    }while( ! isalpha(c) );

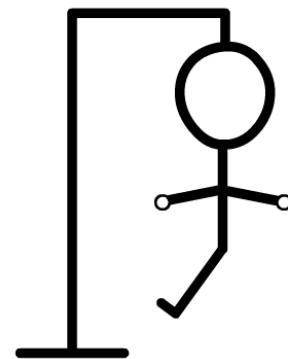
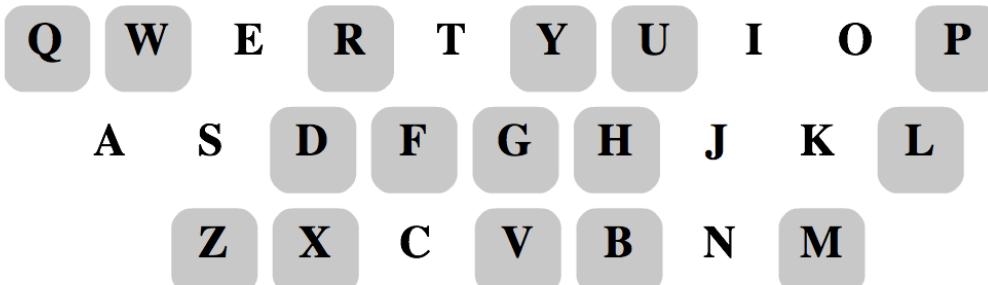
    return c;
}
```

# Hangman

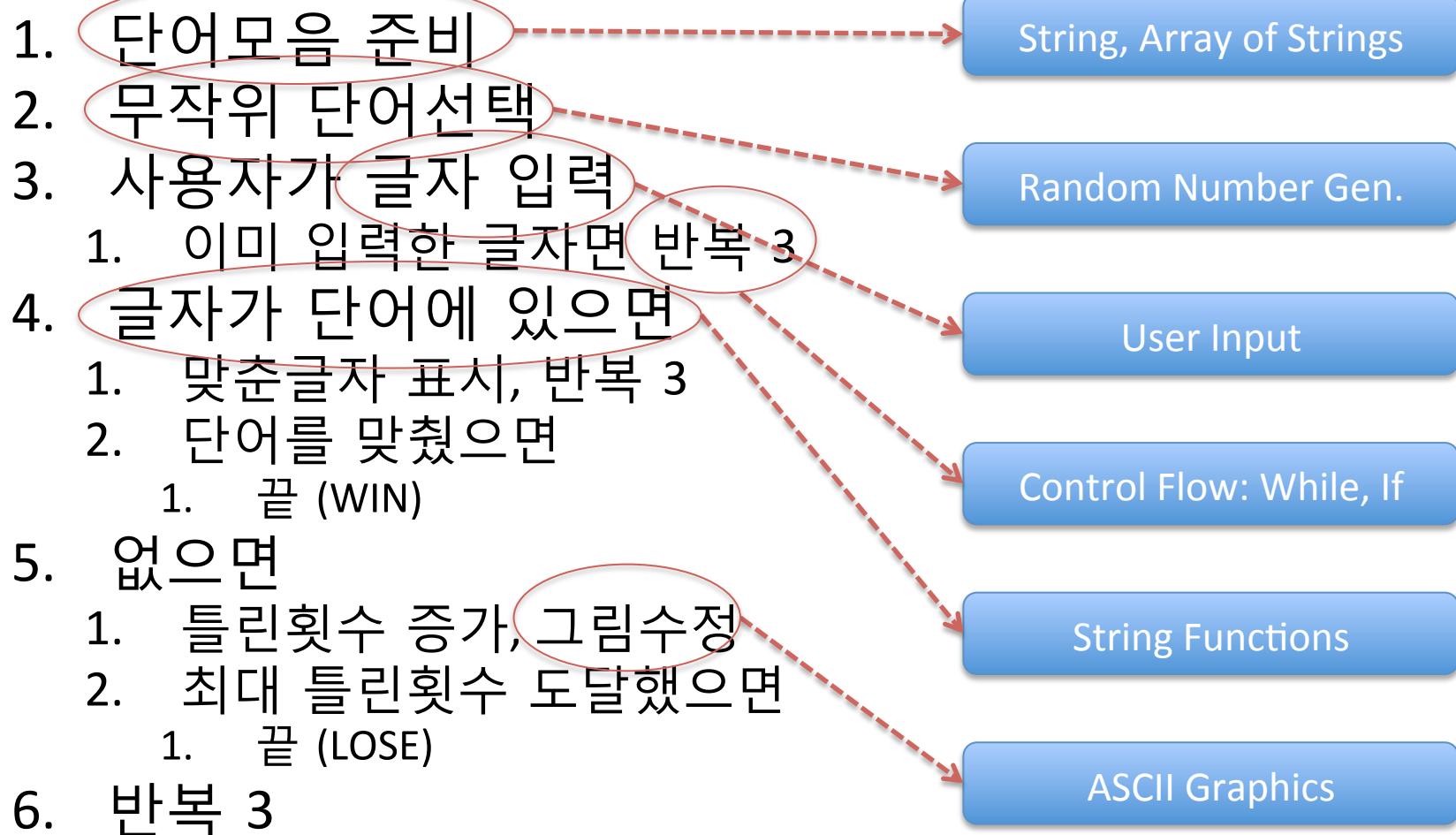
- 컴퓨터가 단어를 하나 생각하면 그 단어에 포함되어 있는 알파벳을 하나씩 추측해서 전체 단어를 맞추는 게임이다.
- 단어에 없는 알파벳을 추측할 때마다 벌점이 추가되어, 단어를 마추기 전에 최대 벌점에 이르면 사람이 교수형에 매달리는 게임.

— — A — E

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



# Program Flow



# Variables

- int wrongCount: 틀린 횟수
- char used[]: 사용된 문자모음
- char guess[]: 현재까지 맞춘문자, 정답완성  
형
  - \_\_\_\_\_, A \_ \_ L \_
- char c: 입력 문자
- char \*theAnswer;
- MAX\_WRONG\_CNT

# Game Loop

Initialize:

```
    wrongCount, used, guess
repeat {
    print incorrect letters left, used letters, current guess
    repeat {
        get an alphabet letter
    } until it is new letter
    add to used letters
    if( hit ) {
        update guess letters
    } else
        wrong count++
    print hangman
} until win or lost
if win, ...
if lost, ...
```