

Hangman game

Write a simple version of the classic game Hangman using graphics library cs1graphics.

At the heart of your program, implement a class **Hangman**. Each instance of the class will be a separate Hangman game, with n attempts (you can limit the possible number of attempts to at least three values, for example 6, 7, and 8). Create a small library of “secret words” (at least ten). And choose a secret word for each hangman game at random from it. The Mastermind game design will help you here.

The game should begin by displaying a version of the answer with the original spacing and punctuation, but each alphabetic character replaced by an underscore '_' character. Then start asking the player to enter a single character as a guess. If that character is hidden in the answer, inform the user of his success and re-display the disguised message but with all occurrences of the letter displayed. If the guess was wrong, inform the user – draw the next part of the body. The wrong guesses should be displayed too.

This process should continue either until the entire message has been uncovered or until the full body is drawn (number of guesses reached the limit).

At the end of each game user should be prompted for another round of the game.

Given above information and even more can be found here:

1. in our course book on page 201 exercises 5.36 and 5.37,
2. on wikipedia: http://en.wikipedia.org/wiki/Hangman_%28game%29,
3. or just Google for Hangman game

Here is a couple of designs I found:



HO S



NEW GAME

NOUN ANIMAL

QUIT

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z