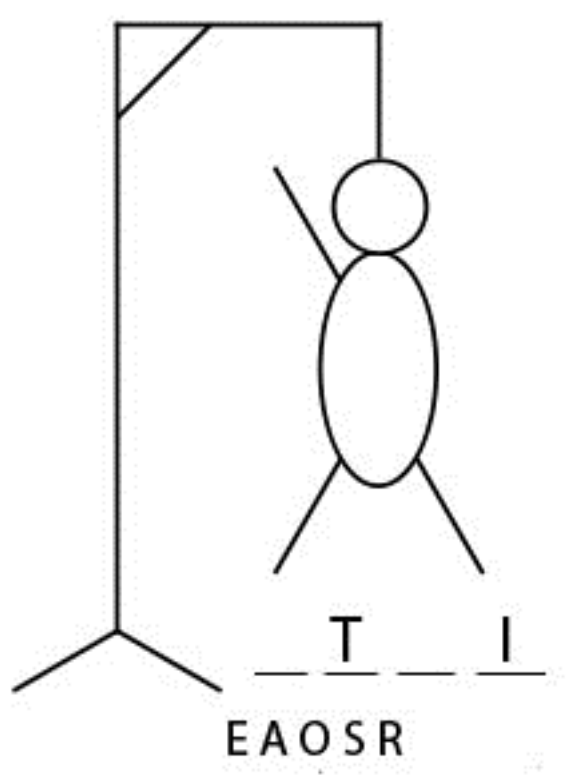


CS7A Lab 12 Hangman

The rules and history of the popular pencil/paper game known as “Hangman” are described here: http://en.wikipedia.org/wiki/Hangman_%28game%29

Your task is to create a program that will

1. Pick a random word from the list of 4-letter words (keep this secret.)
2. Allow the user to guess a letter and determine all positions where that letter fits in the secret word and report to the player what they have correct so far, and a list of the letters they’ve used so far that are not correct.
3. The game ends when the player successfully guesses the word (wins) or when they have chosen 8 different bad letters (loses.)



Here is a shell for how your program may be organized:

```
// G. Hagopian
// Play hangman.

#include <iostream>
#include <ctime>
#include <cstdlib>
#include <fstream>
#include <string>
using namespace std;

string getRandomWord(ifstream&); //choose a random word from the file
//parameters here might be the guessed letter, the number of good guesses,
//the number of bad guesses, the secret word, the partially filled in word
//and the string of bad guesses.
void update(char, int&, int&, string&, string&, string&);
```

```

int main()
{
    srand(unsigned(time(0)));
    string secretWord = "AAAA";
    //create an input file stream
    secretWord = getRandomWord(infile);
    //cout << "\nThe word is " << secretWord << endl; //for debugging
    string goodLets = "_ _ _ _";
    string badLets = "          ";
    char guessLet;
    int goodGuesses = 0, badGuesses = 0;
    // Write the game loop here
    while(goodGuesses < 4 && badGuesses < 8)
    {
        //Get a guess letter from the player
        //update the game status and report
    }
    if(goodGuesses == 4) cout << "\nYou won!" << endl;
    else cout << "\nToo bad, you lost. The secret word was "
        << secretWord << ". Try again!" << endl;
}

string getRandomWord(ifstream& infile) //char* guessWord, ifstream& infile)
{
    //define this function
}

void update(char guesschar, int& good, int& bad,
            string& goodLets, string& badLets, string& secretWord)
{
    //define this function
}

```

Typical game play should look something like this:

```

Guess a letter for the secret word: E
So far, you have _ _ _ _
with bad letters E

```

```

Guess a letter for the secret word: T
So far, you have _ _ _ _
with bad letters E T

```

```

Guess a letter for the secret word: A
So far, you have _ _ _ _
with bad letters E T A

```

Guess a letter for the secret word: I
So far, you have _ _ _ _
with bad letters E T A I

Guess a letter for the secret word: O
So far, you have _ O _ _
with bad letters E T A I

Guess a letter for the secret word: U
So far, you have _ O _ _
with bad letters E T A I U

Guess a letter for the secret word: R
So far, you have _ O _ _
with bad letters E T A I U R

Guess a letter for the secret word: N
So far, you have _ O _ _
with bad letters E T A I U R N

Guess a letter for the secret word: S
So far, you have _ O _ S
with bad letters E T A I U R N

Guess a letter for the secret word: P
So far, you have _ O _ S
with bad letters E T A I U R N P

Too bad, you lost. The secret word was DOLS. Try again!
Press any key to continue . . .

Or, here's another go:

Guess a letter for the secret word: E

So far, you have _ _ _ _
with bad letters E

Guess a letter for the secret word: t

So far, you have _ _ _ _
with bad letters E T

Guess a letter for the secret word: a

So far, you have _ _ _ _
with bad letters E T A

Guess a letter for the secret word: i

So far, you have _ _ _ _
with bad letters E T A I

Guess a letter for the secret word: o

So far, you have _ _ _ _
with bad letters E T A I O

Guess a letter for the secret word: u

So far, you have _ U _ _
with bad letters E T A I O

Guess a letter for the secret word: n

So far, you have _ U _ _
with bad letters E T A I O N

Guess a letter for the secret word: m

So far, you have _ U _ _
with bad letters E T A I O N M

Guess a letter for the secret word: p

So far, you have P U _ _
with bad letters E T A I O N M

Guess a letter for the secret word: l

So far, you have P U L L
with bad letters E T A I O N M

You won!
Press any key to continue . . .

Hey, this is fun!