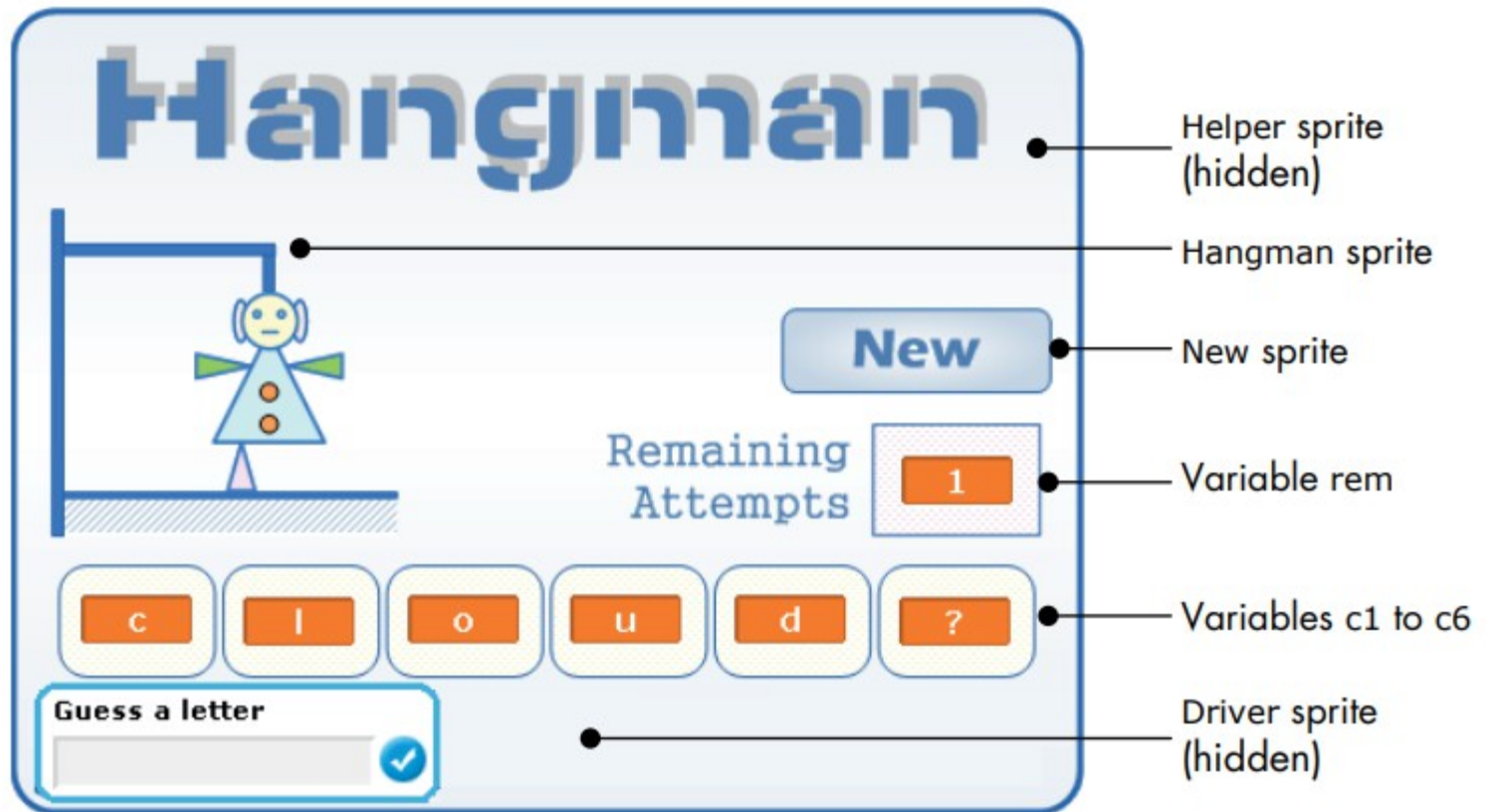


# Introduction to Programming and Computer Science/Electronics

Lesson 83

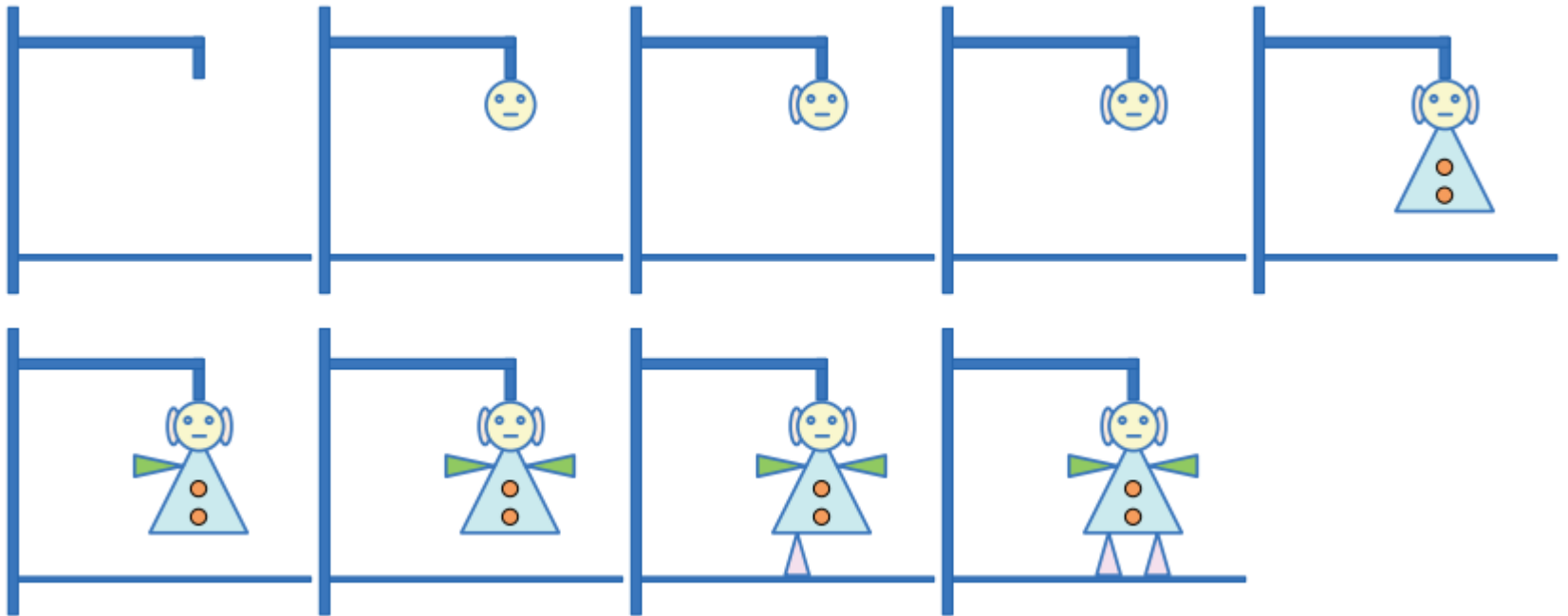


# Hangman

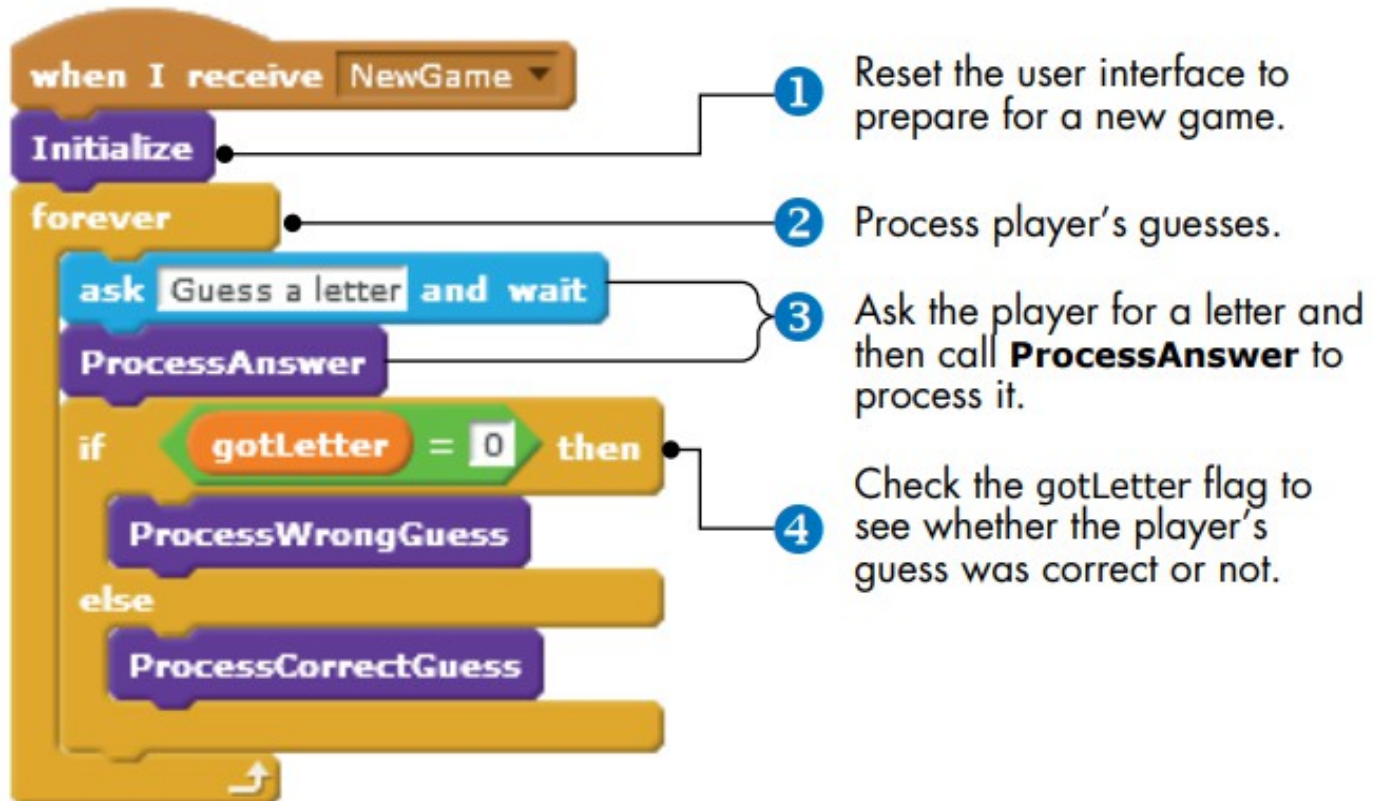


# Hangman

---



# Hangman



# Hangman

---

define Initialize

hide

set displayWord to ???????

set remAttempts to 8

set secretWord to item any of wordList

broadcast Update and wait

broadcast Reset and wait

Belongs to the Driver sprite

when I receive Reset

switch costume to start

Belongs to the Hangman sprite

when I receive Update

set c1 to letter 1 of displayWord

set c2 to letter 2 of displayWord

set c3 to letter 3 of displayWord

set c4 to letter 4 of displayWord

set c5 to letter 5 of displayWord

set c6 to letter 6 of displayWord

set rem to remAttempts

Belongs to the Helper sprite

# Hangman

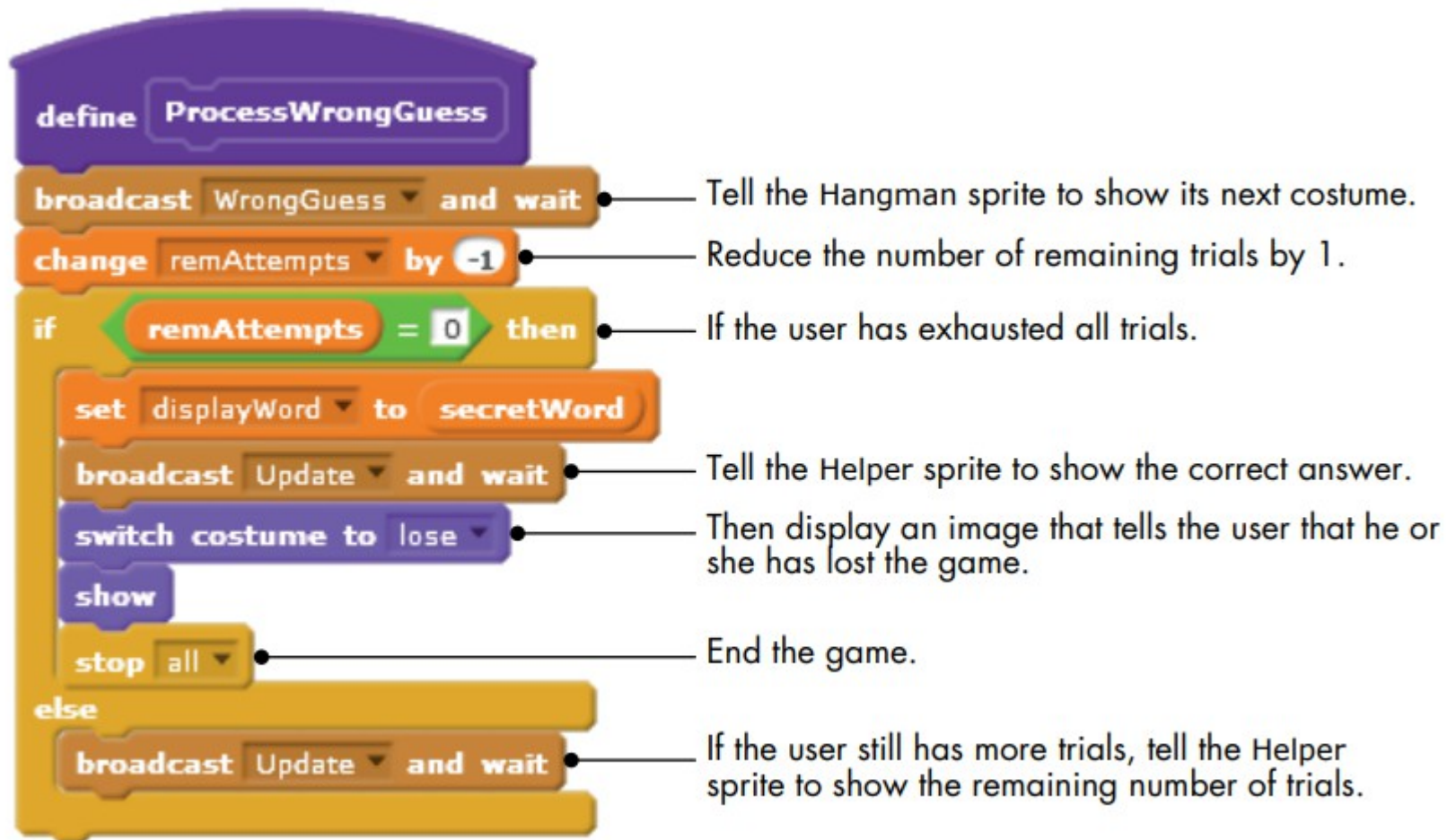
```

define ProcessAnswer
  set gotLetter to 0
  set qmarkCount to 0
  set temp to 
  set pos to 1
  repeat length of secretWord
    set char to letter pos of secretWord
    if char = answer then
      set gotLetter to 1
    else
      set char to letter pos of displayWord
    set temp to join temp char
    if char = ? then
      change qmarkCount by 1
      change pos by 1
  set displayWord to temp
  
```

secretWord=across  
 displayWord=??????  
 answer=r

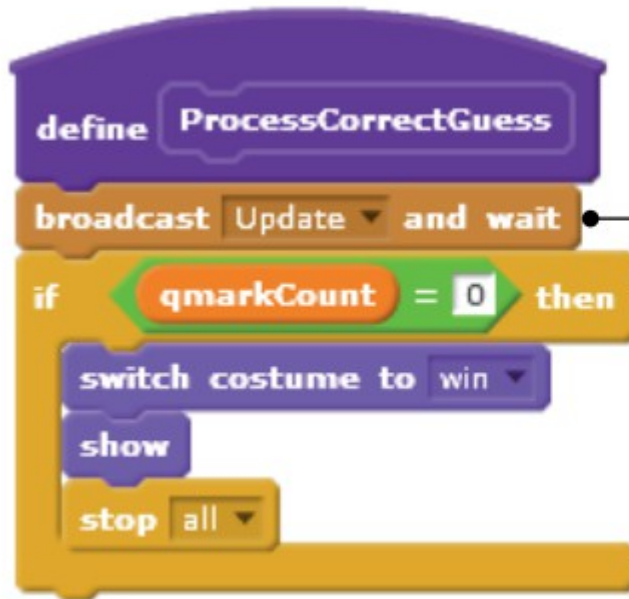
Iteration	1	2	3
	char	char	temp
1	a	?	?
2	c	?	??
3	r	r	??r
4	o	?	??r?
5	s	?	??r??
6	s	?	??r???

# Hangman



# Hangman

---



Tell the Helper sprite to show the correctly guessed letter.

If there are no more letters to guess, show the win costume and end the game.