



# APSI01: Computer Programming

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Assignment 3 Demo:  
Playing the Hangman Game

# Starting to Play

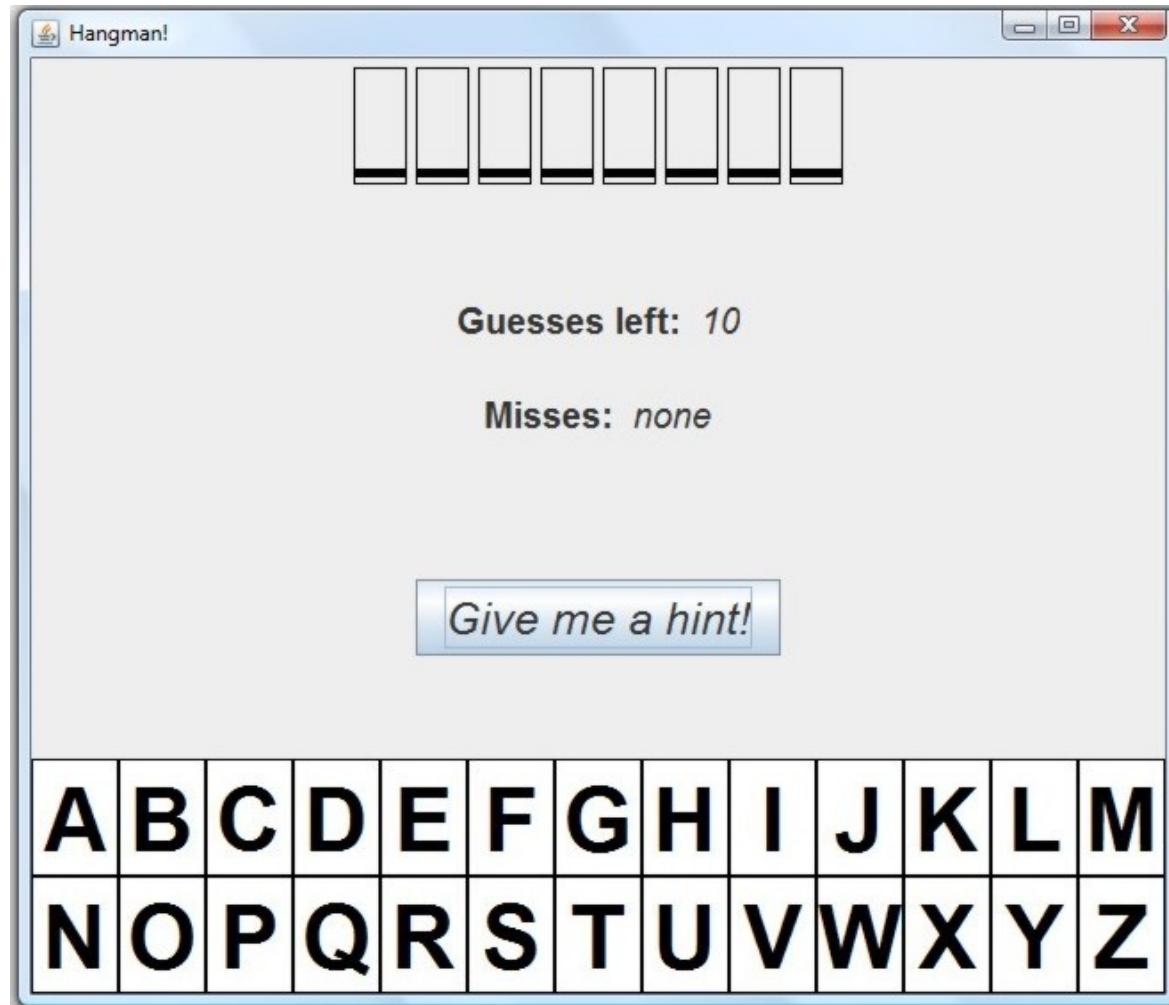
You run the game from the command-line by typing in one of the following...

```
java PlayHangman <filename> <maxMistakes>
```

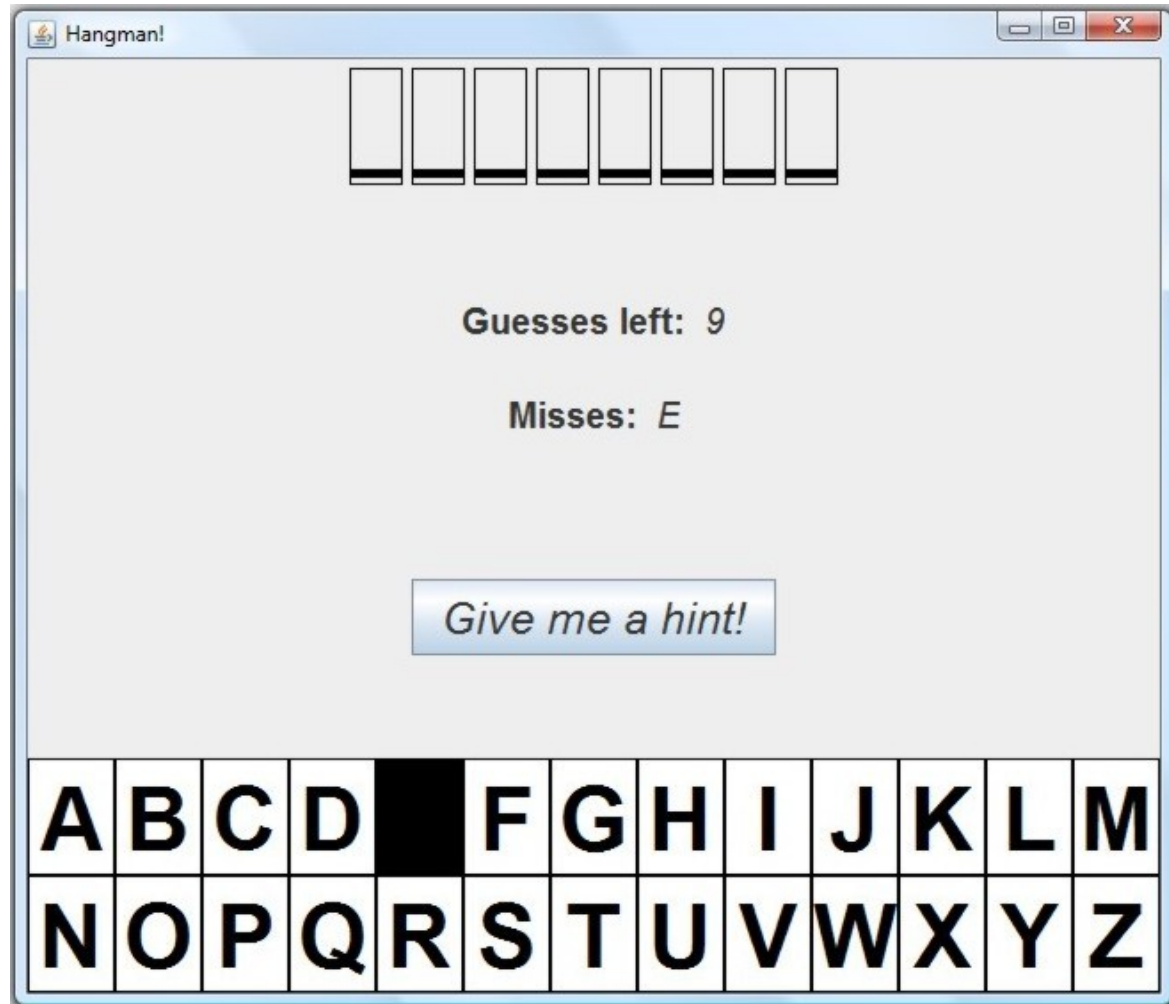
```
java PlayHangman <filename>
```

```
java PlayHangman
```

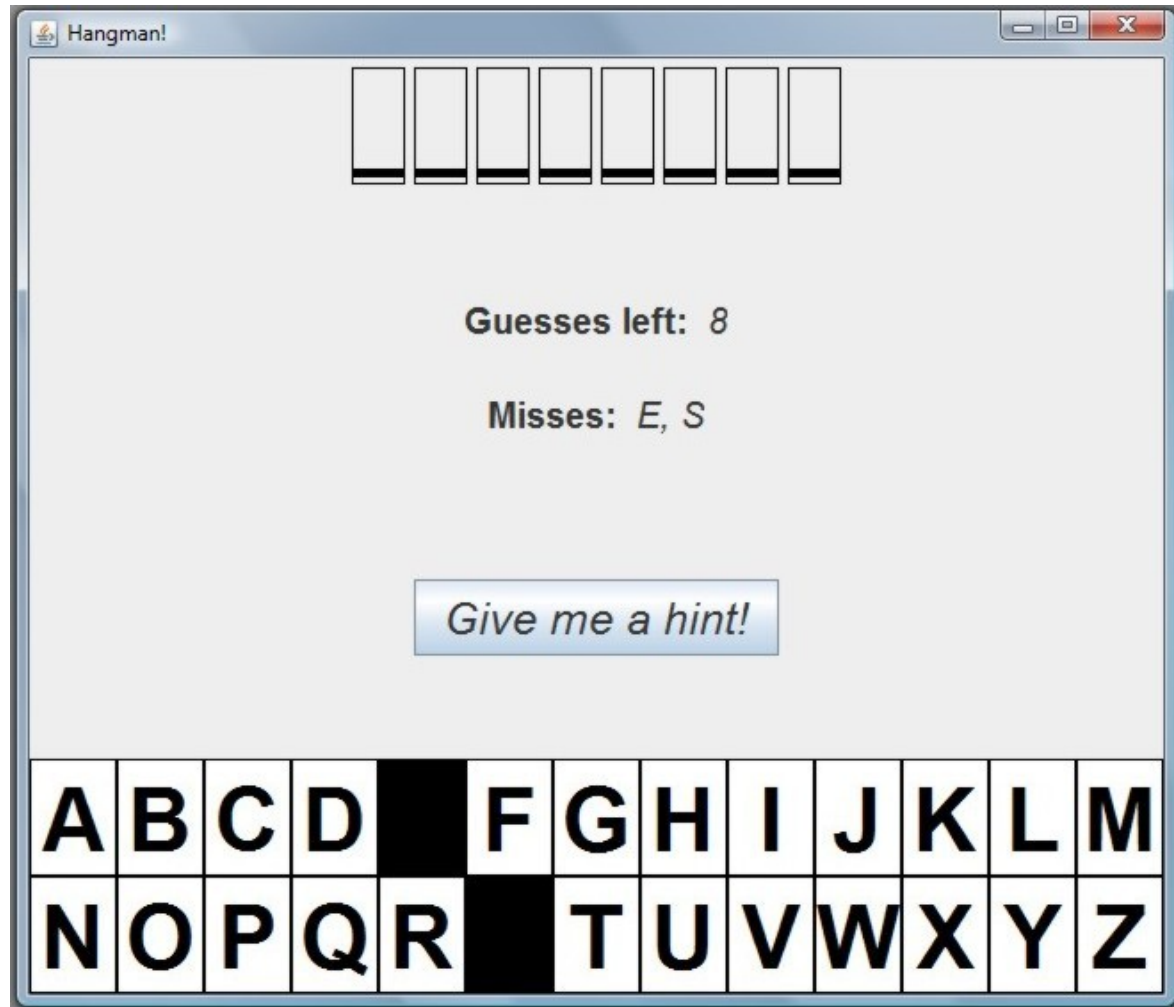
If you type in: `java PlayHangman countries.txt 10`



Then, you make a guess 'E'



Then, you make another guess 'S'

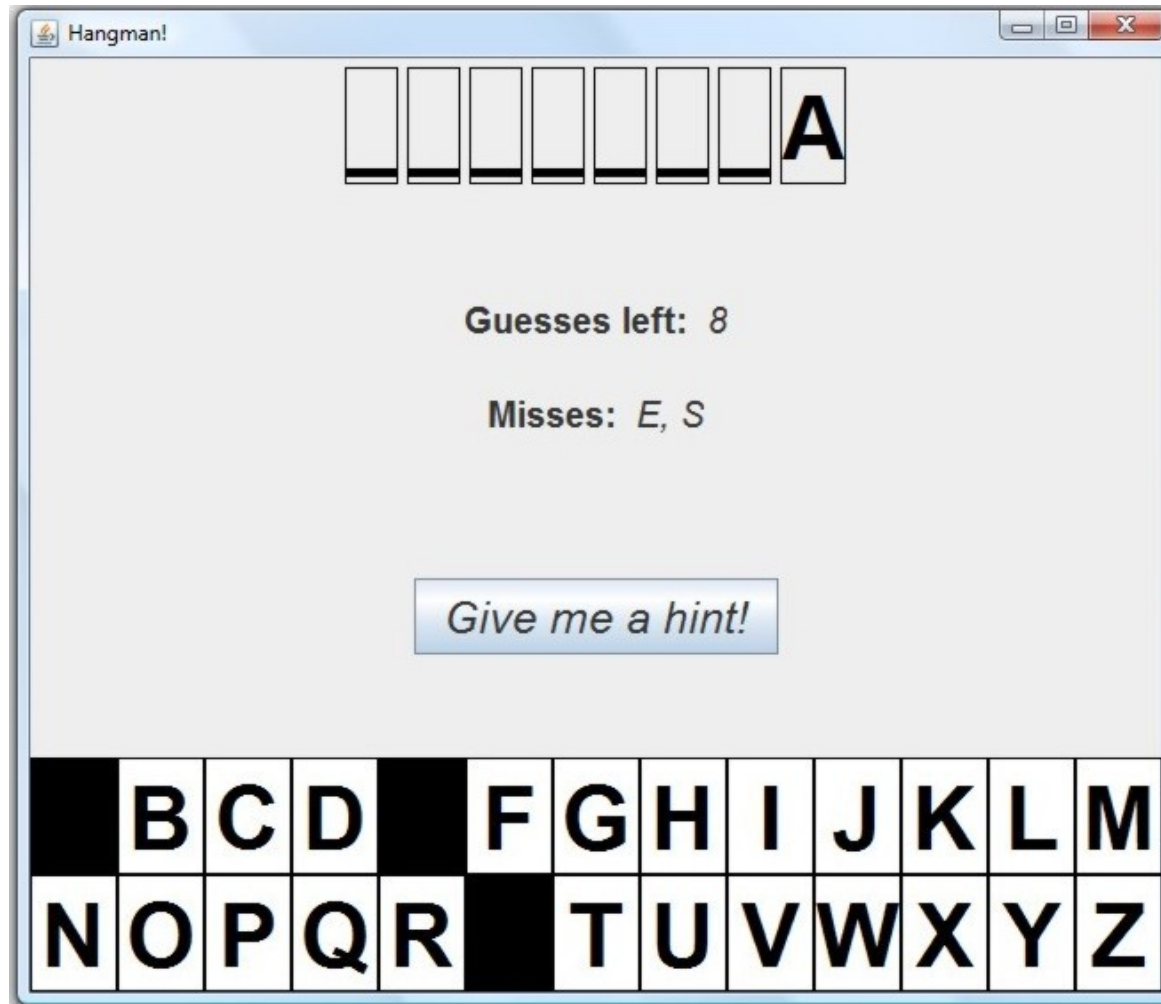




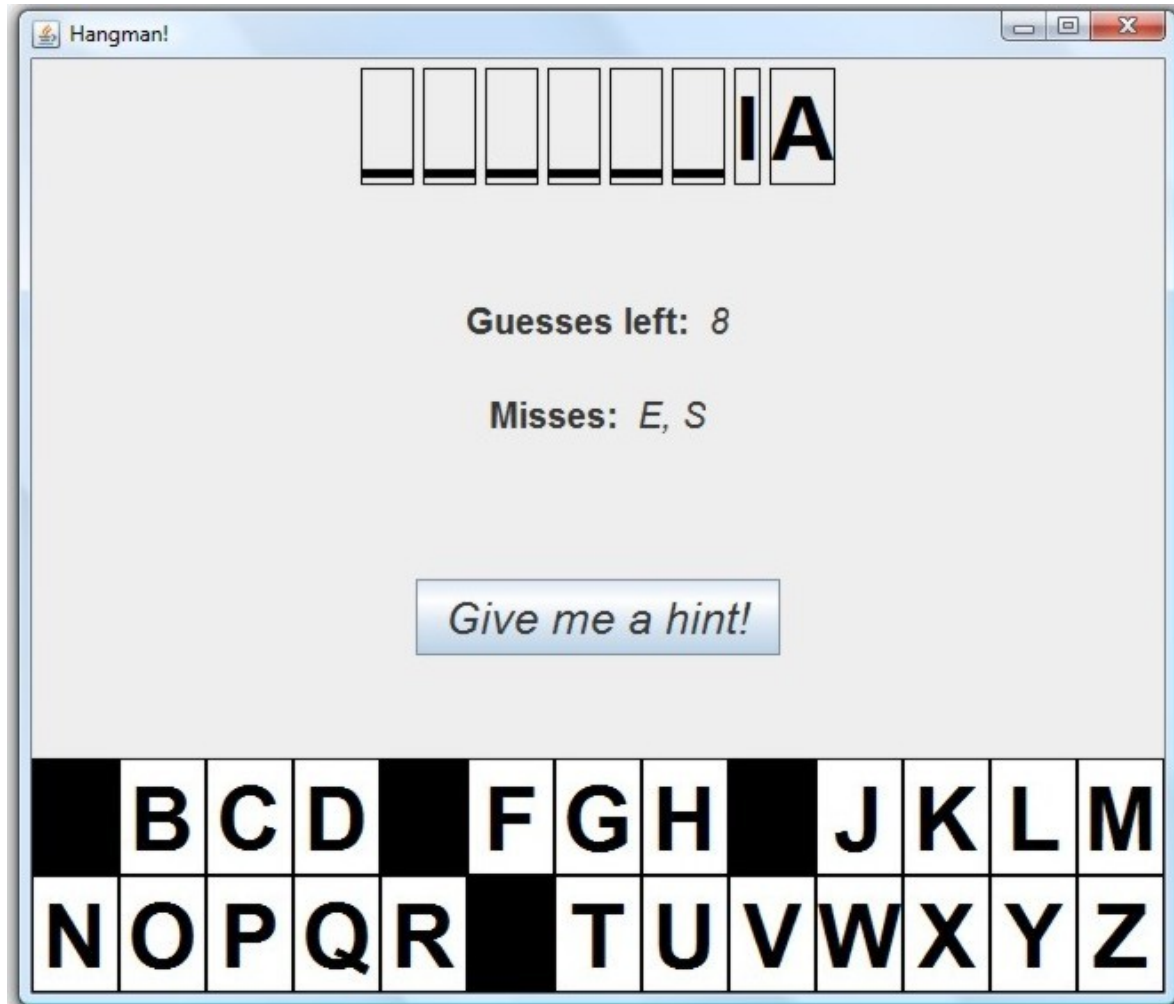
Since letters 'E' and 'S' are not in the word, they are considered misses.

Also, notice that once you guess a letter, the square turns black and you can no longer guess that letter again!

You make a guess 'A' – it's correct!  
Notice that the Guesses left did not decrease.

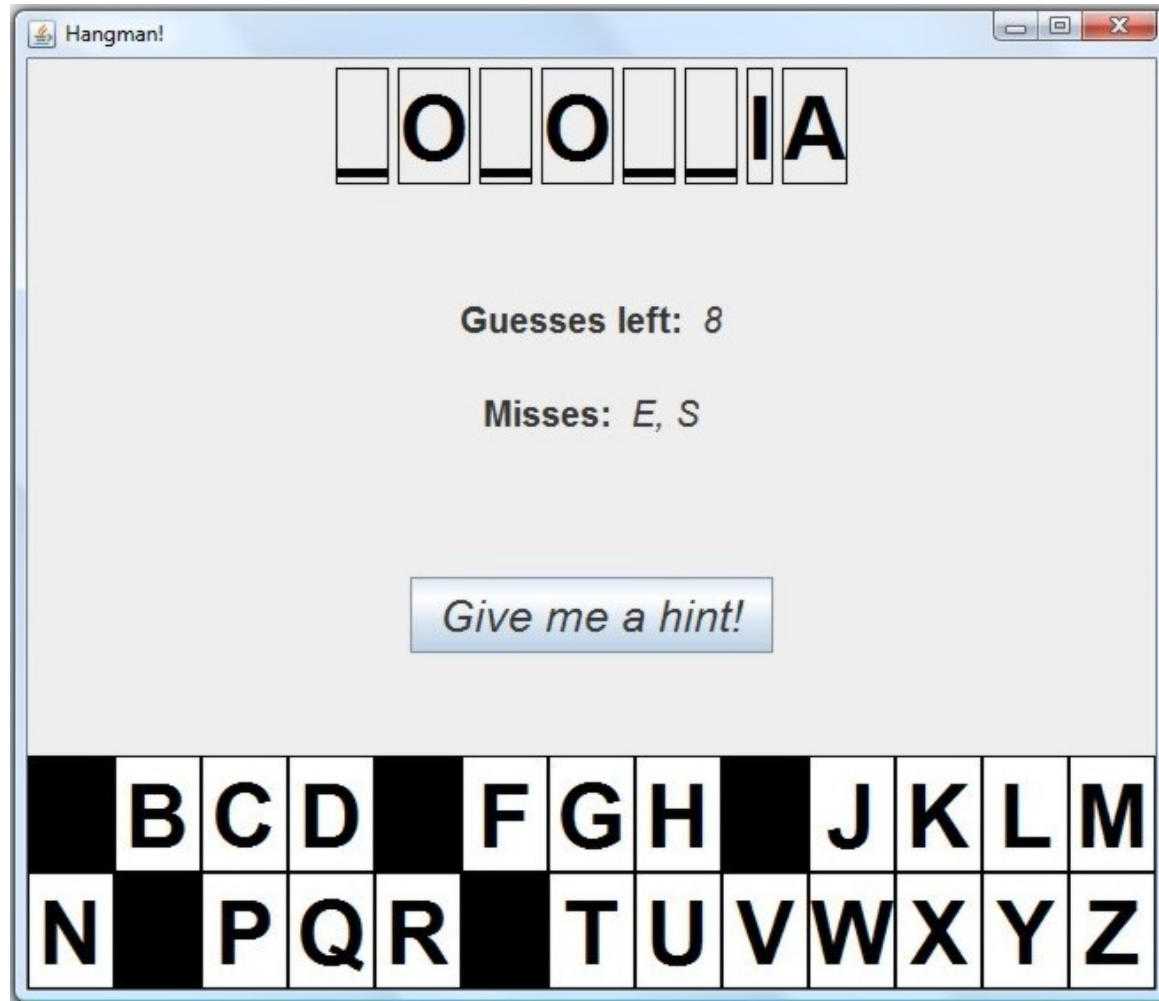


You make another correct guess 'I'

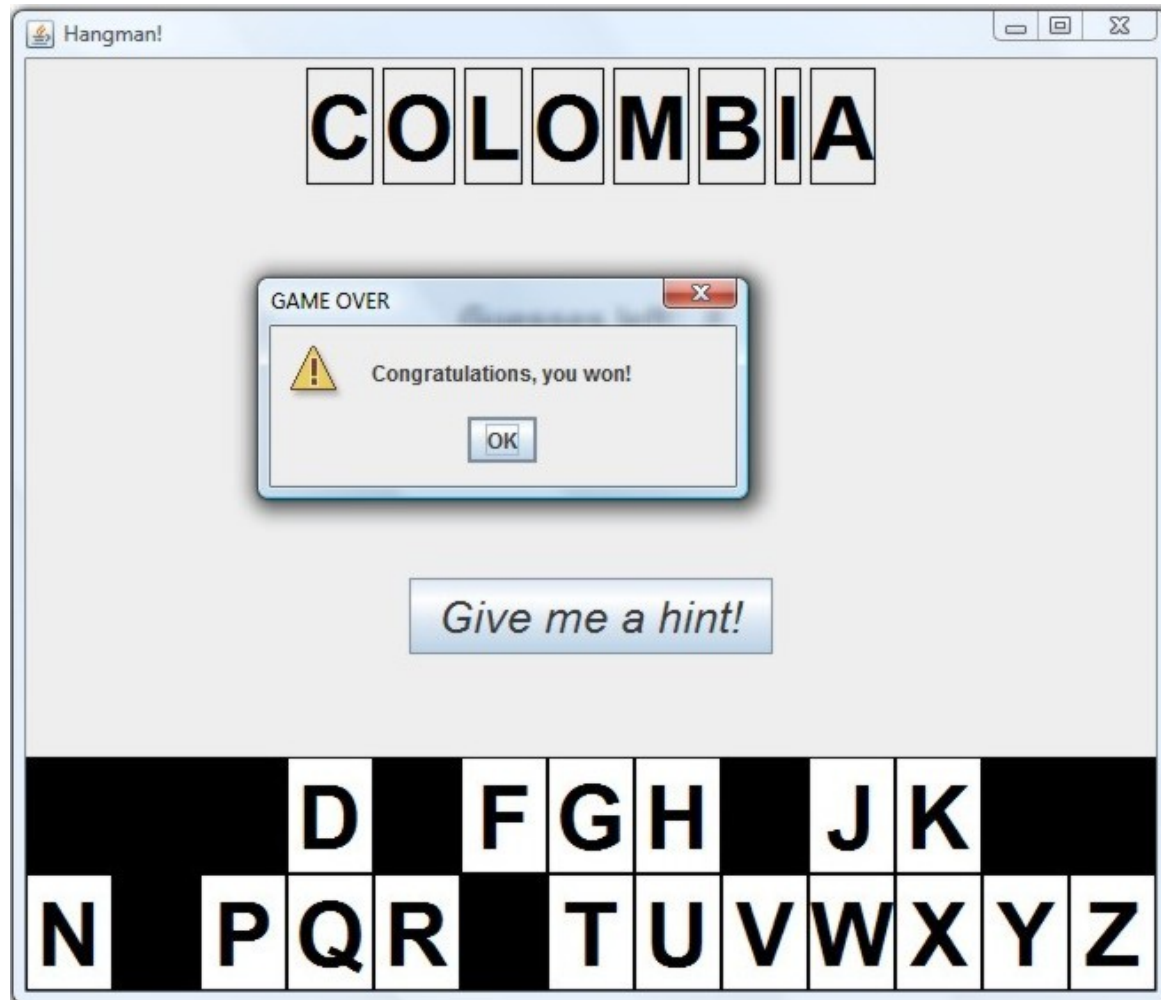




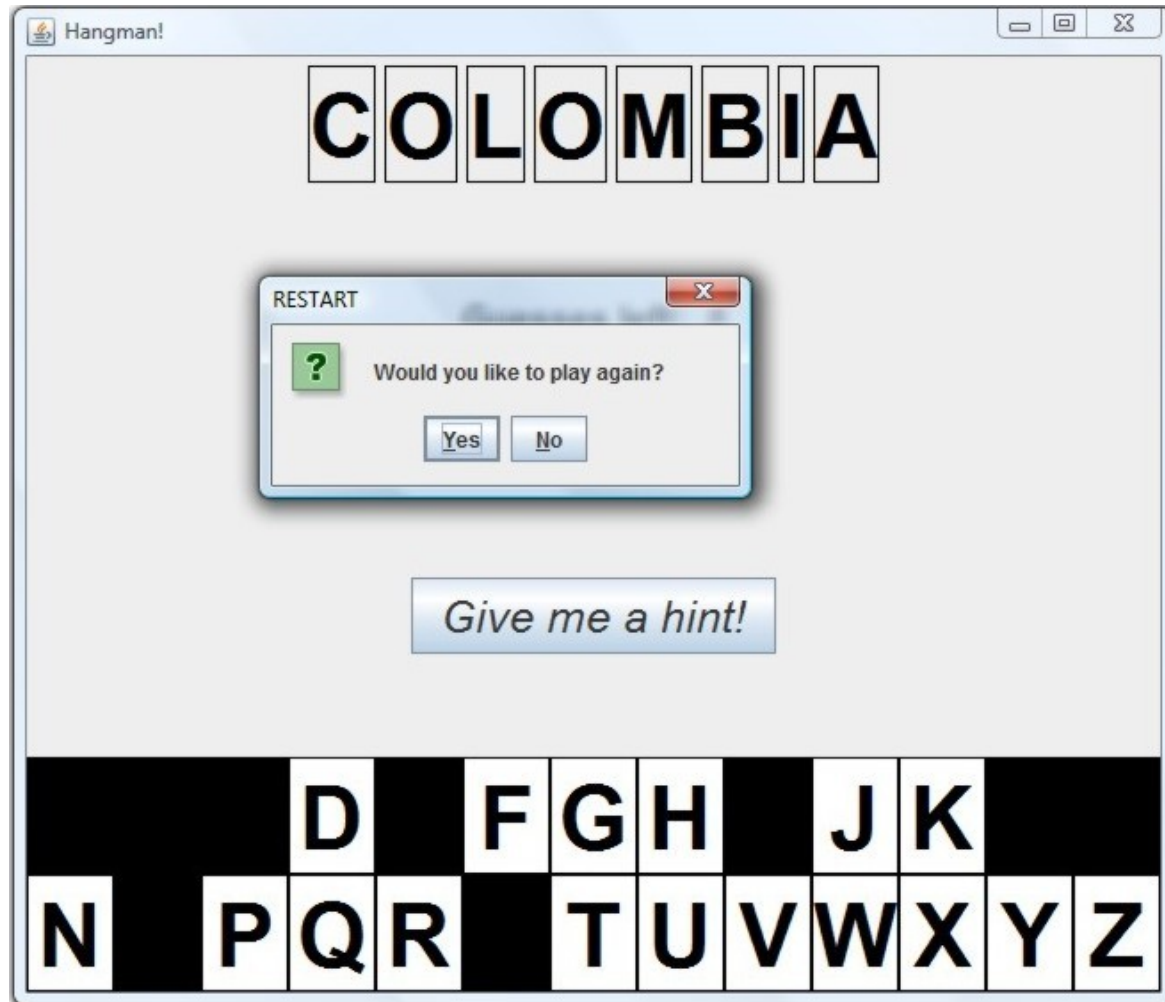
...and another correct guess 'O'




You figure out the word and open the rest of the letters.



Then, you are given the option to play again.



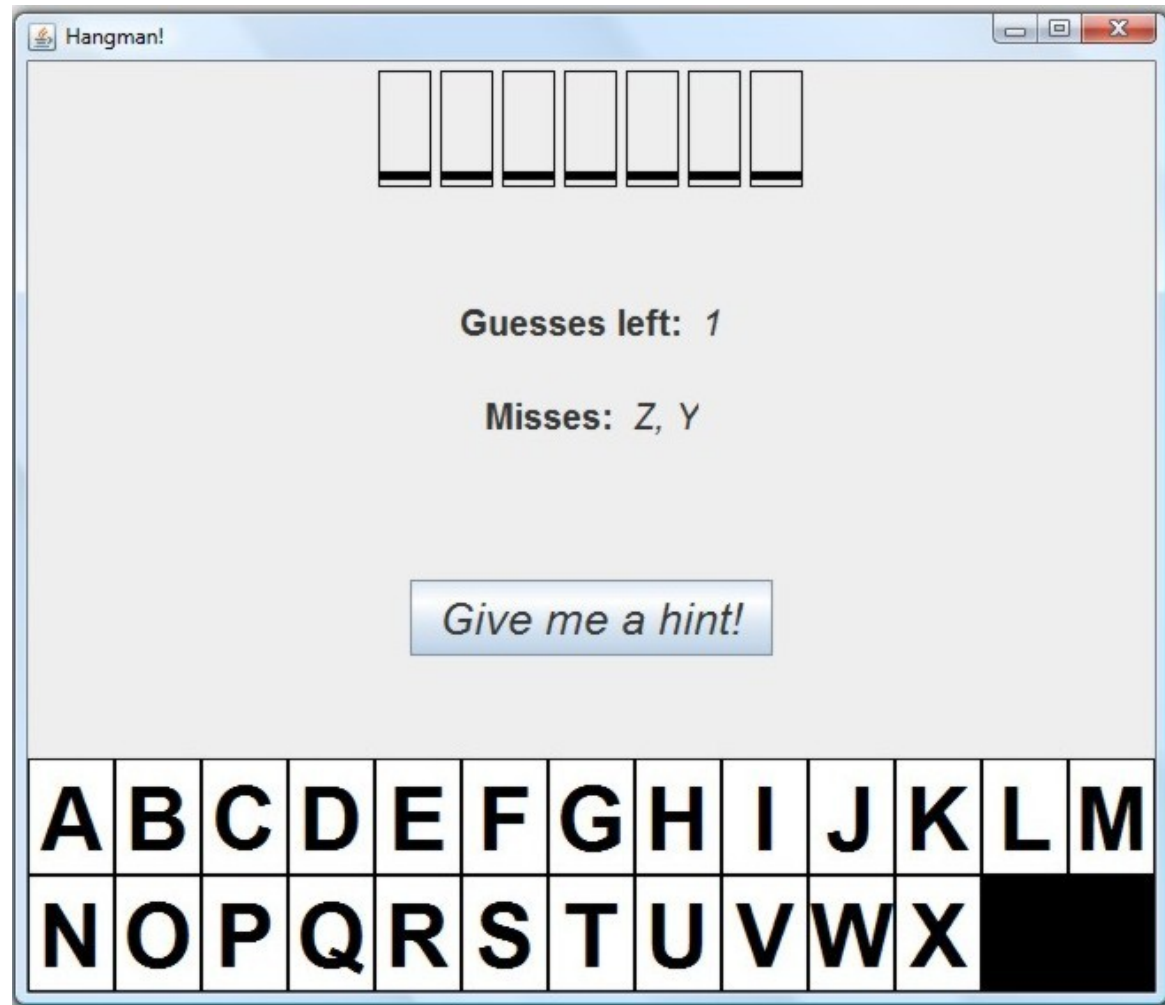


If you click on “Yes”, then the current window will close and a new window will appear – with a new word to guess (and the same number of max. guesses)!

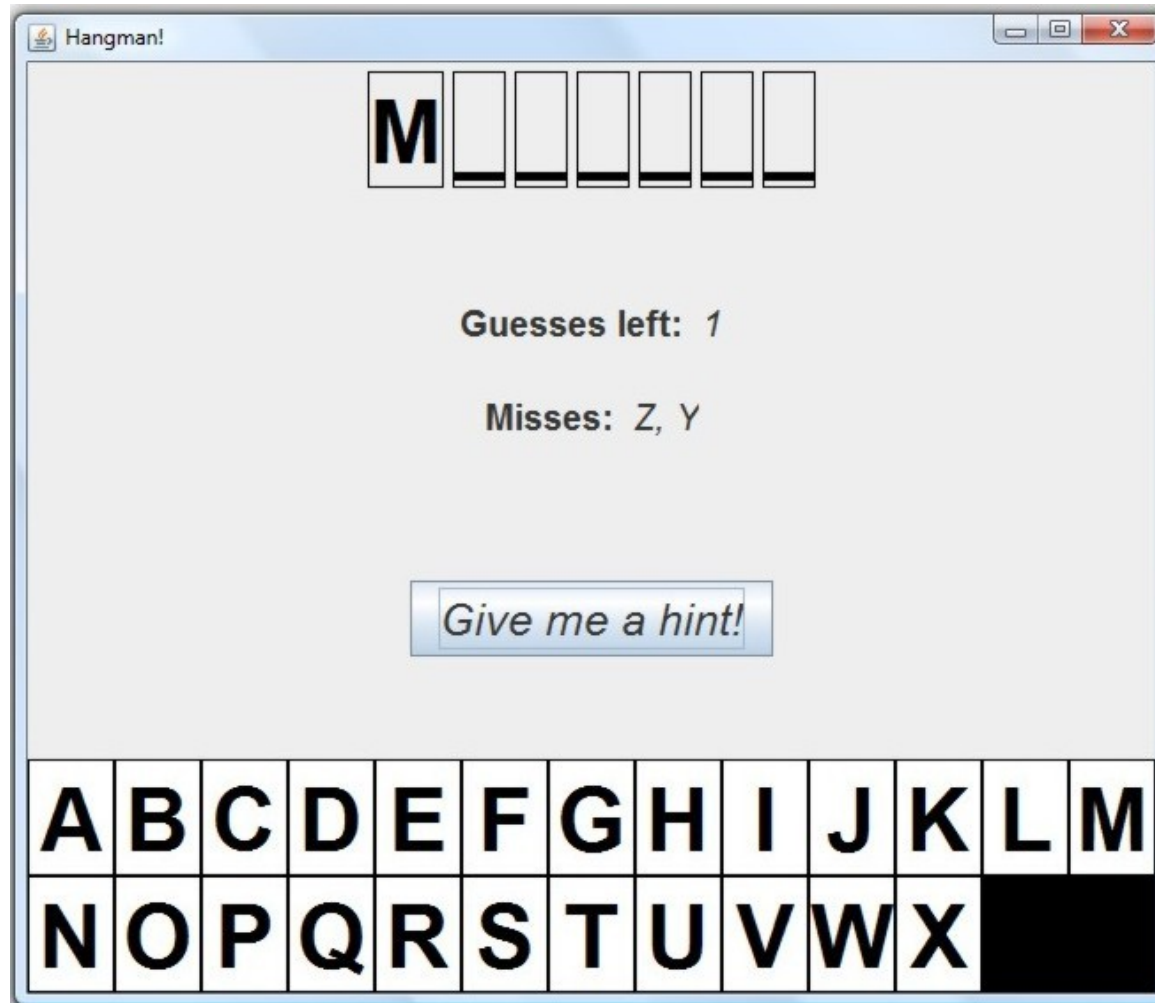
If you click on “No”, the current window closes and nothing else happens.

The following is an example of a player losing a game...

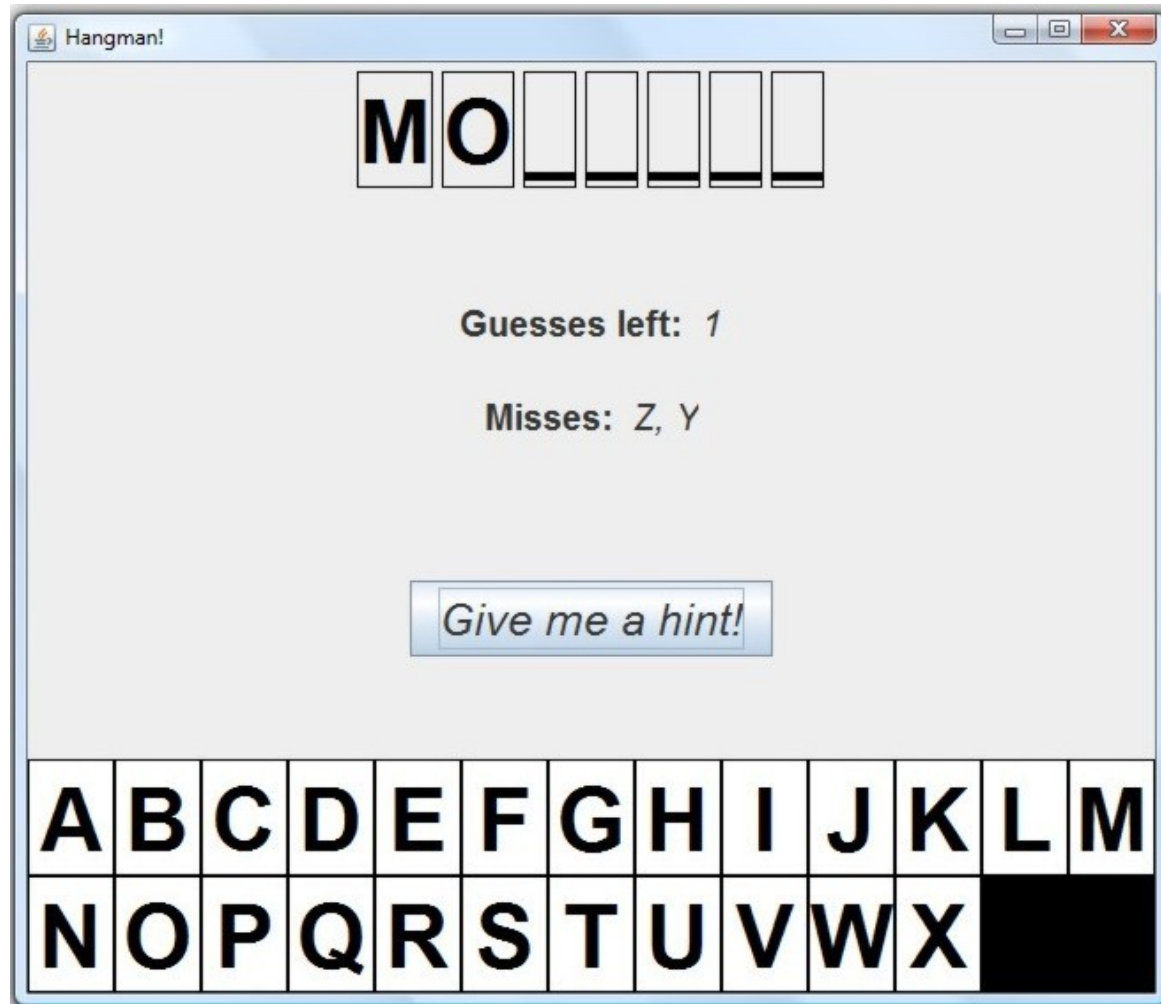
The player has incorrectly guessed 'Z', then 'Y'



The player has clicked on the “Hint” button.  
The first letter of the hidden word is revealed.



The player has chosen to receive another hint.  
The second letter of the hidden word is revealed.

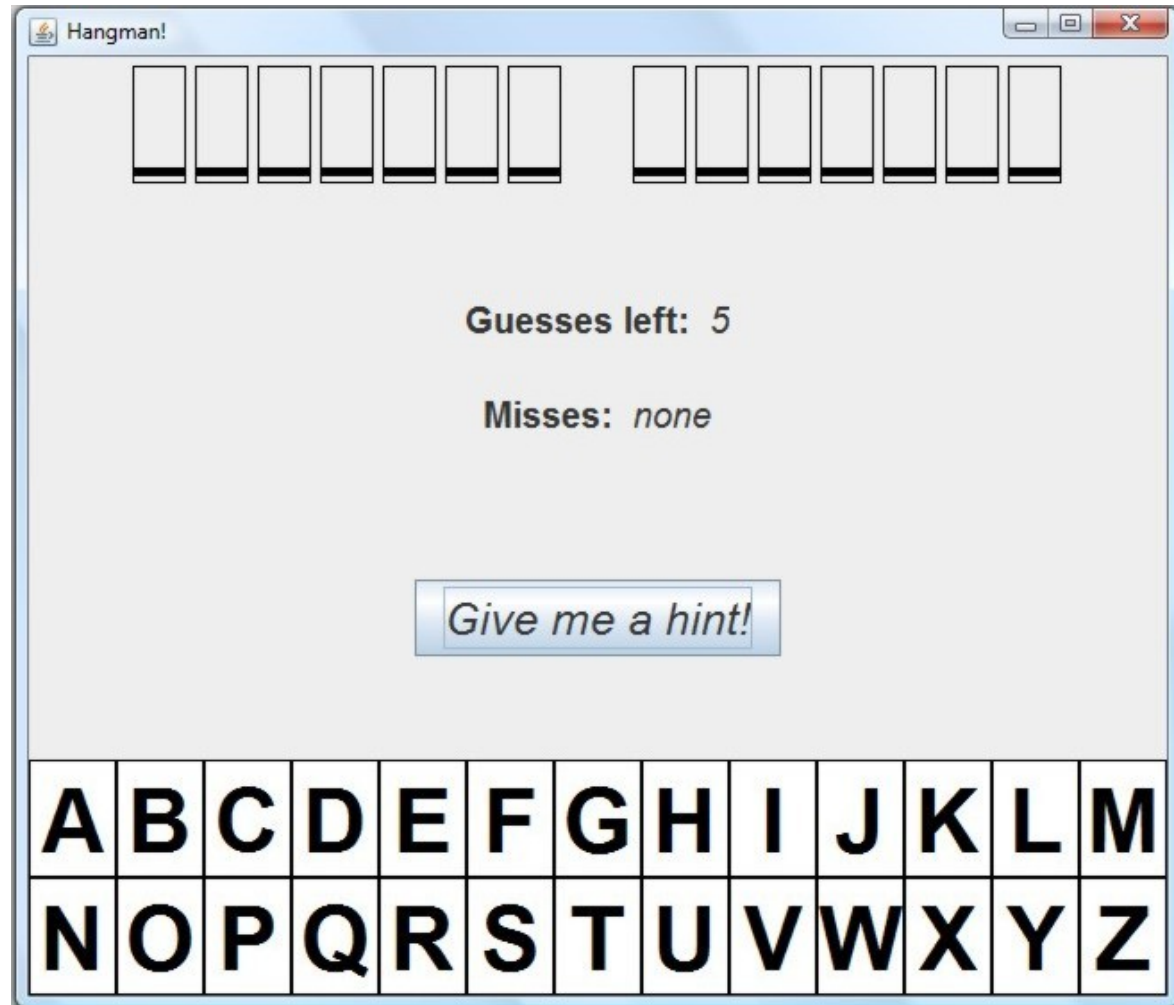


The player makes another incorrect guess 'X'





Here is how a multi-word entity would look.  
Notice the large space between the two words.



The word is: SOLOMON ISLANDS



# Error Conditions

If the user puts more than 2 arguments on the command-line when starting the Hangman game, the game should NOT begin and an error message should pop up.

Ex. `java PlayHangman countries.txt 5 xyz`



If the user specifies an incorrect filename – i.e. the file with that name does not exist – then the game stops and an error message should pop up.

Ex. `java PlayHangman xyz 5`



If the user specifies a maximum number of incorrect guesses that exceeds 26 (the number of letters in the English alphabet), then the game stops and an error message should pop up.

Ex. `java PlayHangman countries.txt 27`

