

CGI Hangman 50 Points

Goals:

- Work with c++ strings in a practical way
- Exposure to CGI programming
- Exposure to the Linux environment
- Exposure to the g++ compiler

Requirements:

- You must produce a working hangman CGI program similar to <http://taz.harding.edu/~dsteil/cgi-bin/hangman>
- You must make your **hangman** program available on taz in your cgi-bin directory
- You must submit your source code on Easel

Instructions:

- get a word from a user
 - letters, numbers, spaces and special characters are possible
- display the hangman
 - You must have a function to display the hangman that takes a count of the number of missed guesses
- display an underscore in all of the positions where they have not guessed the letter
- display the appropriate letter in all of the positions where they have guessed the letter correctly
- let the user start guessing letters
 - when they guess a wrong letter draw more of the hangman
 - when they get a letter right display the letter in its correct position(s)
- give the user six chances
- If the user wins let them know
 - be sure to display the completed word
- If the user loses let them know
 - display the completed word and hangman

Helpful examples/functions

The following two examples are very similar to the hangman program you are expected to submit. They contain the `getValue` and the `fixQueryString` functions that you should use.

<http://taz.harding.edu/~dsteil/random.cpp>

<http://taz.harding.edu/~dsteil/ttt.cpp>