

Hangman Game

Experiment 5

Hangman

- The user is supposed to guess a word.
- The user gets a specific number of chances to guess the word correctly.
- The user should be able to see the length of the word.
- In one chance, the user can enter one letter. If the letter is correct, the chance is retained, else the chance is lost.
- If the letter entered by the user is in the word, then that letter is displayed at all positions.
- If all the chances are exhausted, the game is over.

Experiment 5

- Create a list of characters forming a word. Eg – ['m', 'a', 'r', 'o', 'o', 'n']
- Show underscores to the user to indicate the size of the word. Eg - _ _ _ _ _
- Ask the user to enter an alphabet. Eg – u
- Display that the letter is not present and one chance is lost.
- Ask the user to enter another alphabet. Eg – a
- Display _a_ _ _ _, the chance is not lost.
- Repeat till all the alphabets are found or chances are finished.

Use as many list methods as possible