

## 12. Hangman Game:

- Task: Create a simplified version of the classic game "Hangman". The program should randomly select a word, and the user should guess letters until they have guessed the word or have made a certain number of incorrect guesses. (number of guess is an arbitrary number but you can use this formula "length of chosen word" + 2)
- Example: If the selected word is "apple", the program could initially display "\_ \_ \_ \_", and then fill in the blanks as the user guesses the letters. If the user guesses "p", the display should change to "\_ p p \_ \_". If the user guesses "a", "l", and "e" in that order, the display should eventually show "a p p l e", and the program should print "Congratulations! You've guessed the word."