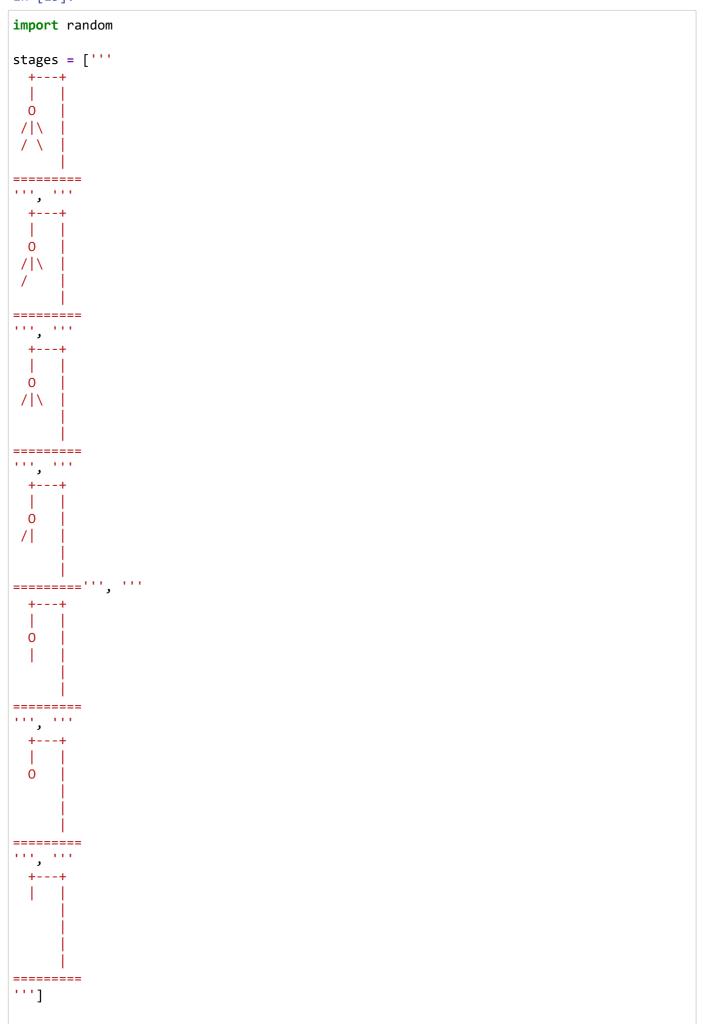
The Hangman Problem

https://en.wikipedia.org/wiki/Hangman_(game) (https://en.wikipedia.org/wiki/Hangman_(game))

To write a Program for playing hangman game

In [15]:



```
end_of_game = False
word_list = ["ardvark", "baboon", "camel"]
chosen word = random.choice(word list)
word_length = len(chosen_word)
#TODO-1: - Create a variable called 'lives' to keep track of the number of lives left.
#Set 'lives' to equal 6.
lives = 6
#Testing code
print(f'Pssst, the solution is {chosen_word}.')
#Create blanks
display = []
for _ in range(word_length):
   display += " "
while not end_of_game:
    guess = input("Guess a letter: ").lower()
    #Check quessed letter
    for position in range(word_length):
        letter = chosen_word[position]
       # print(f"Current position: {position}\n Current letter: {letter}\n Guessed letter
        if letter == guess:
            display[position] = letter
    #TODO-2: - If guess is not a Letter in the chosen_word,
    #Then reduce 'lives' by 1.
    #If lives goes down to 0 then the game should stop and it should print "You lose."
    if guess not in chosen_word:
        lives -= 1
        if lives == 0:
            end_of_game = True
            print("You lose.")
    #Join all the elements in the list and turn it into a String.
    print(f"{' '.join(display)}")
    #Check if user has got all letters.
    if " " not in display:
        end_of_game = True
        print("You win.")
    #TODO-3: - print the ASCII art from 'stages' that corresponds to the current number of
    print(stages[lives])
```

Pssst, the solution is ardvark.

Guess a letter: a

a _ _ a _ _



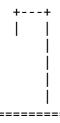
Guess a letter: d

a _ d _ a _ _



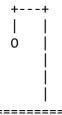
Guess a letter: a

a _ d _ a _ _



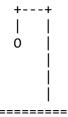
Guess a letter: q

a _ d _ a _ _



Guess a letter: v

a $_$ d v a $_$ $_$



Guess a letter: r

ardvar_





Guess a letter: k a r d v a r k You win.

