

Take your hangman program and turn it into a QT application. You should use the MVC pattern. Most of your hangman application will be used as the model in this new Hangman program.

- Your app should look something like the wireframe design below.
- MVC
 - clicking on a letter should change the model
 - the draw() method should redraw the screen asking the model what to draw
 - the view should not know which buttons are enabled/disabled the controller should ask the model each time
 - the view should not know which gallows picture to draw, it should ask the model each time.
- Once the game is won or lost you should display a festive message, if lost you should reveal the secret phrase.

