**Project name : Hangman**

**Introduction** :

Hangman is a classic word guessing game. The goal of the game is to guess the hidden word before the hangman is drawn. The game starts with a blank word and a hangman figure. The player has to guess the letters of the word one by one. If the letter is correct, it will be revealed in the word. If the letter is incorrect, a part of the hangman will be drawn. The game ends when the hangman is completely drawn or when the word is guessed correctly. Hangman is a great game for all ages. It is a fun and engaging way to practice spelling and vocabulary. It can also be used to introduce new words and concepts to children. Hangman is a simple game that can be played with just a few materials. All that is needed is a piece of paper, a pencil, and some imagination. It is a great game for family game night or for a classroom activity. Hangman is a great game for people of all ages and skill levels. It is a fun and engaging way to practice spelling and vocabulary. It is also a great way to introduce new words and concepts to children.

**DATA USE :**

* Random library.
* Scanner library.

**USE DATA STRUCTURE :**

* Array.