

Computer Science 1001
Lab Problem #5
Due Oct 23rd (11:59pm NL time)

- Your solution to this lab problem should be uploaded to the **Lab Problem 5** dropbox on the course Brightspace shell.
 - Name your file `word_guess.py`.
 - The dropbox for this lab problem will close at 11:59pm NL time on October 16th. Late submissions will not be accepted.
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1. Write a word-guessing game in Python that randomly chooses a word from a list and prompts the user to guess one letter at a time as shown in the sample output below. To begin, each letter in the word is displayed as an asterisk (*). When the user makes a correct guess, the actual letter is displayed. When the user finishes a word, display the number of misses and ask the user whether they want to continue playing. Store the collection of possible words in a list in your program (you can choose any words that you wish).

Hint: The `find()` string method will be useful.

Sample input/output:

```
Guess a letter in the word *~~~~~ > e
Guess a letter in the word *~~~~e > r
    r is not in the word
Guess a letter in the word *~~~~e > a
Guess a letter in the word **a~~~ > n
Guess a letter in the word **an~~ > t
    t is not in the word
Guess a letter in the word **an~~ > c
Guess a letter in the word c~~an~~ > h
Guess a letter in the word chan~~ > g
The word is change. You missed 2 times
Do you want to guess for another word? Enter y or n> n
Finished
```