```
In [3]: import random
        # List of words to guess
        words = ["banana", "cherry", "date", "elderberry"]
        # Choose a random word
        word = random.choice(words)
        # Create a list to store the guessed letters
        guessed_letters = ["_"] * len(word)
        # Create a list to store the incorrect guesses
        incorrect guesses = []
        # Game loop
        while True:
            # Print the current state of the word
            print(" ".join(guessed_letters))
            # Ask the player for a guess
            guess = input("Guess a letter: ").lower()
            # Check if the guess is in the word
            if guess in word:
                # Update the guessed letters list
                for i in range(len(word)):
                    if word[i] == guess:
                        guessed letters[i] = guess
                # Add the guess to the incorrect guesses list
                incorrect guesses.append(guess)
          # Check if the player has guessed the word
            if "_" not in guessed_letters:
                print("Congratulations! You guessed the word:", word)
                break
            # Check if the player has made too many incorrect guesses
            if len(incorrect guesses) >= 6:
                print("Sorry, you didn't guess the word. The word was:", word)
                break
       a _ _ _ _
       a _ _ _ _
       a _
       a p p _ _ _
       a p p _{-} _{-}
       a p p _ _ _
       арр
       Sorry, you didn't guess the word. The word was: apple
In [1]: import random
        # List of words to guess
        words = ["apple", "banana", "cherry", "date", "elderberry"]
        # Choose a random word
        word = random.choice(words)
        # Create a list to store the guessed letters
        guessed_letters = ["_"] * len(word)
        # Create a list to store the incorrect guesses
        incorrect guesses = []
        # Game loop
        while True:
            # Print the current state of the word
            print(" ".join(guessed_letters))
            # Ask the player for a guess
            guess = input("Guess a letter: ").lower()
            # Check if the guess is in the word
            if guess in word:
                # Update the guessed letters list
                for i in range(len(word)):
                    if word[i] == guess:
                        guessed letters[i] = guess
```

# Add the guess to the incorrect guesses list

incorrect\_guesses.append(guess)

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# Check if the player has guessed the word
if "_" not in guessed_letters:
    print("Congratulations! You guessed the word:", word)
    break

# Check if the player has made too many incorrect guesses
if len(incorrect_guesses) >= 6:
    print("Sorry, you didn't guess the word. The word was:", word)
    break
```

In [ ]:

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