To create the hangman solution, I declared and used lists that hold the words for each level. I used the python random.choice function from the random module to select a random word from the chosen level’s list. I also made use of python’s time module to track the time passed in the game by subtracting the start time from the current time to find the difference. I compared the time passed to the max time limit for the level, to then end the game or continue.

The chosen paradigm for the python code was imperative. I have implemented this paradigm as the algorithm’s instructions are implemented sequentially. I have used if selection statements to control the direction of the program’s execution, for example the selection of the game level. I have used for and while loops to iterate code that needs to be completed multiple times like checking if the letter is present in the word. I used break statements to exit loops and continue with the sequential program.