

# Assignment 3

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**Due date:** As per e-centennial drop box

## Assignment submission

- Observe all the requirements in General Assignment Requirements (15 points)
- Make sure that your code is readable.
- Submit the compressed solution folder to e-centennial and submit printed and stapled version of the source code file.

## Problem

Create a game similar to Hangman named GuessAWord in which a player guesses letters to try to replicate a hidden word. Store at least eight words in an array, and randomly select one to be the hidden word. Initially, display the hidden word using asterisks to represent each letter. Allow the user to guess letters to replace the asterisks in the hidden word until the user completes the entire word. If the user guesses a letter that is not in the hidden word, display an appropriate message. If the user guesses a letter that appears multiple times in the hidden word, make sure that each correct letter is placed.

Figure 1 shows typical games in progress in a console-based application.

