

Hangman

Description:

In this game of Hangman, the computer chooses a word at random from a given list of words.

This word is the answer.

Initialize the secret word with the * character up to the **length** of the word.

The player then tries to guess the word, by guessing one letter at a time.

Whenever the player guesses a letter that is in the answer, all occurrences of that letter are revealed to the player.

The game ends when the player has guessed every letter in the word, before reaching the allowed number of strikes (set to max 5 tries).

This program is an interactive Hangman game. The focus is to use and manipulate strings and loops.

Use (store) the following list of words:

```
string words[] =  
{  
    "japan",  
    "turkey",  
    "nepal",  
    "malaysia",  
    "philippines",  
    "australia",  
    "america",  
    "ethiopia",  
    "oman",  
    "indonesia"  
};
```

Hint:

```
//choose and copy a word from array of words randomly  
srand(time(NULL));  
int n=rand()% 10;  
word=words[n];
```

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Below is program interface and input/output sample:

```
Welcome to hangman...Guess a country Name
Each letter is represented by a star.
You have to type only one letter in one try
You have 5 tries to try and guess the word.
*****
Initialize the secret word with the * character up to the length of the selected random word, in
this case, it was "Oman"
Guess a letter: o
You found a letter! Isn't that exciting!
You have 5 guesses left.

Whenever the player guesses a letter that is in the answer, all occurrences of that letter are revealed to the
player.
Guess a letter: m
You found a letter! Isn't that exciting!
You have 5 guesses left.

om**
Guess a letter: f
Whoops! That letter isn't in there!
You have 4 guesses left.

om**
Guess a letter: n
You found a letter! Isn't that exciting!
You have 4 guesses left.

om*n
Guess a letter: a
You found a letter! Isn't that exciting!
You have 4 guesses left.
oman
Yeah! You got it!
...
Program finished with exit code 0
Press ENTER to exit console.
```