

Hangman Algorithm using Python

1. Begin.
2. The random module is imported to choose a random word from a list
3. The hangman() function is defined, which represents the game.
4. A welcome message is printed.
5. The words list contains the possible words for the game.
6. The random.choice() function is used to select a random word from the words list.
7. An empty list, guessed_letters, is created to store the correctly guessed letters.
8. The variable tries is set to 3, representing the number of available tries.
9. A while loop is used to execute the game until the number of tries becomes zero.
10. Inside the loop, a variable guessed_word is initialized as an empty string.
11. The loop iterates over each letter in the word and checks if the letter is in guessed_letters.
12. If the letter is guessed correctly, it is added to guessed_word; otherwise, an underscore is added.
13. If the guessed_word is equal to the word, it means all the letters have been guessed correctly, and a congratulatory message is printed.
14. The current state of the guessed word and the number of tries left are printed.
15. The user is prompted to enter a letter for guessing.
16. If the letter has already been guessed, a message is printed, and the loop continues to the next iteration.
17. The guessed letter is added to the guessed_letters list.
18. If the guessed letter is not in the word, the number of tries is decreased, and an incorrect guess message is printed.
19. A separator is printed to separate each iteration.
20. If the loop ends without breaking (i.e., the number of tries becomes zero), a message is printed indicating that the game is over, and the correct word is revealed.
21. The hangman() function is called to start the game.
22. End