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Work on project. Stage 3/8: Make your choice

Project: Hangman

Medium 4 minutes

Description

If there is a predefined word, the game isn't replayable: you already know the word, so it makes no sense to guess it. At this stage, let's make the game more challenging by choosing a word from a special list with a variety of options. This way, our game won't be just a one-time entertainment.

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Objectives

1. Create the following word list: `'python', 'java', 'kotlin', 'javascript'`.
2. Program the game to choose a random word from it. You can enter more words, but let's stick to these four for now.

Examples

The greater-than symbol followed by space (`> `) represents the user input. Notice that it's not the part of the input.

Example 1, *the computer randomly chose* `python` *from the list.*

```
H A N G M A N
Guess the word: > python
You survived!
```

Example 2, *the computer randomly chose something other than* `python` *from the list.*

```
H A N G M A N
Guess the word: > python
You are hanged!
```

Example 3, *the computer randomly chose something other than* `kotlin` *from the list.*

```
H A N G M A N
Guess the word: > kotlin
You are hanged!
```

Write a program

Code Editor IDE

Python

```python
import random
word_list = ['python', 'java', 'kotlin', 'javascript']
random_word = random.choice(word_list)
print("H A N G M A N")

answer = input("Guess the word: ")

if answer == random_word:
    print("You survived!")

else:
    print("You are hanged!")

```

✓ Correct

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