Task 1: Hangman

Task Requirements:

1. **Basic Game Functionality:**

    - Hardcode a list of words in the program.
    - Randomly select one word for the game.
    - Ask the user to enter their name before starting.
    - The user should guess one letter at a time.
    - If the letter is in the word, reveal its correct placement.
    - If the letter is not in the word, decrement their remaining attempts.
    - The player has a maximum of **7 attempts** to guess the entire word.

2. **File Handling for Score Tracking:**

    - Store player names and their latest scores in a file (`scores.txt`).
    - When a player starts a game, read their last score from the file (if available).
    - Update and overwrite their score in the file after the game ends.

Bonus Challenges (Optional):

- Display a leaderboard showing the top scores from all players.
- Allow multiple rounds and keep cumulative scores.
- Save the list of words in an external file and load them dynamically.

Deliverables:

- A Python script (`hangman.py`) implements the game.
- A `scores.txt` file storing usernames and their latest scores.

Task 2: Word Counter

Objective:

Create a program that counts the number of words in a text file.

Requirements:

1. Ask the user for a file name (e.g., `document.txt`).
2. Read the content of the file.
3. Count the number of words and display the count.
4. **File Handling:**
    - If the file doesn't exist, display `"File not found!"` instead of crashing.
5. **Error Handling:**
    - Handle missing files (`FileNotFoundError`).
    - Handle empty files by showing `"The file is empty."`

Bonus Challenge:

- Count occurrences of each word and display the **top 3 most frequent words**.
