

Game "Hangman"

The game must be able to find any word in English. The second edition of the Oxford Dictionary contains 600 000 definitions and every year about 25 000 new words are added into the language.

Select and realize a suitable data structure to store your words for quick search (good program performance). The data structure may be one of the studied, their modification or combination. The words that you need to store in your chosen data structure are located in the text file in the folder with name "*words*" (below).

The program must choose randomly a word that the user must find by entering only one character.

Realize the game using your realization of selected by you data structure.

Present the game - the data structure + the algorithm that you used to 25.01.2019. (Friday):

Those of you who do not represent the realization of the game are welcome to the date of exam to make a second test.