CSCI 236 Python Programming Fall 2018

Assignment 6

Implement an interactive program (using the graphics.py module) for the spelling game Hangman. You can find introduction of this game here (see the example game section): <https://en.wikipedia.org/wiki/Hangman_(game)>. A sample GUI of the program is attached as follows. A text-based version of Hangman (hangman.py) is provided so that you can reuse some functions there. All other code (button.py, graphics.py) and word list (words.txt) required are attached.

A close up of a keyboard

Description automatically generated