1) Write a complete Java program
2) The app is a game
3) The goal is to guess the fruit
4) A hint is given which is the number of letters in the word
5) A class (GuessWord) is provided to help implement the game
6) An API for GuessWord is included
7) Your program should run until the user guesses the correct answer
8) Your program should output the number of guesses it takes the user to guess the correct fruit
9) A special base code is provided
10) EXTRA CHALLENGE: Change the subject of the guessing game from fruit to something else (e.g., animals, colors, countries,...)
11) Below is a sample output:

I'm thinking of a fruit...
hint: The mystery fruit has 5 letters.
Guess the fruit:apple
Oops, guess again: apple
Oops, guess again: banana
Oops, guess again: Apple

Congrats! You guessed the answer in 4 tries.