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Brief Game Report
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Name of the Game :  Hangman
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Introduction : Try to find a hidden character in not more than 5 moves. The hidden character is
strictly between 'a'-'z' ,i.e. ASCII 97 to 122.  It can be proved  that it is always possible
to guess the character in less than or equal to 5 moves.
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How to play :
In one move :
    Enter a character.
    --  If its ASCII value is greater than hidden one, Output is 'Oops! It is larger '.
    --  If its ASCII value is smaller than hidden one, Output is 'Oops! It is smaller'.
    --  If its ASCII value is equal to hidden one, Output is 'Yay! Finally '.
         -- If total moves<=5 ,you win, you will be congratulated.
         -- Else, Sorry message is displayed.
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