

# Hangman Game

## Import Useful Library & Introduction

In [1]:

```
import random
name = input("Enter your name: ")
print("Good Luck!", name)
```

Enter your name: Javaid  
Good Luck! Javaid

## Loop for the game

In [2]:

```
words = ['rainbow', 'laptop', 'programming', 'python', 'player', 'condition', 'reverse']
word = random.choice(words)      # Function will choose one random word from this list of words
print('Length of the word = ', len(word))

print("=====")
print("===== Guess the characters =====")
print("=====")

turns = 5      # Number of turns
guesses = ''

while turns > 0:
    guess = input("Enter a character: ")
    guesses += guess

    failed = 0
    for char in word:
        if char in guesses:
            print(char)
        else:
            print("_")
            failed += 1

    if failed == 0:
        print("***** You Win *****")
        print("The word is: ", word)
        break

    # check input with the characters in word
    if guess not in word:
        turns -= 1
        print("Wrong")
        print("You have", turns, 'more guesses left')
        if turns == 0:
            print("===== You Loose =====")
```

```
Length of the word =  6
=====
===== Guess the characters =====
=====
Enter a character:p
-
-
p
-
-
p
Enter a character:l
l
-
p
-
-
p
Enter a character:a
l
a
p
-
-
p
Enter a character:t
l
a
p
t
-
p
Enter a character:o
l
a
p
t
o
p
***** You Win *****
The word is:  laptop
```