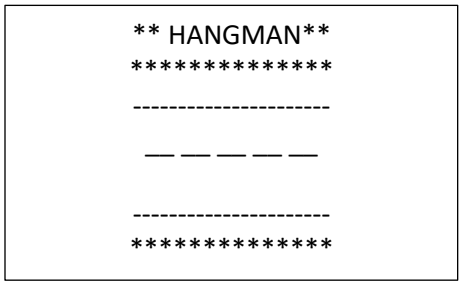
CPSC 224, Spring 2019
Homework #2
Due Date: Monday February 11th, 2019 (Midnight)

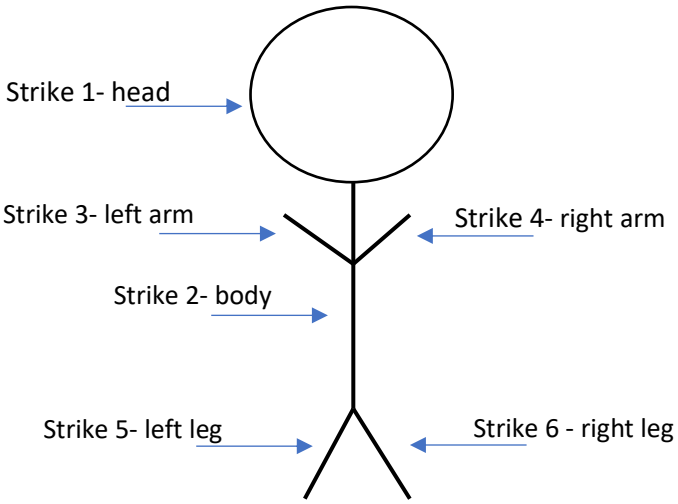
In the game of Hangman, the computer chooses a word at random from a given list of words. This word is the answer. The player then tries to guess the word, by guessing one letter at a time. Whenever the user guesses a letter that is in the answer, all occurrences of that letter are revealed to the user. The game ends when the user has guessed every letter in the word, before they reach the allowed number of strikes posed by the programmer (At 6 strikes).

Requirements:

- The main function should only be a driver that calls other functions
- Include a use case diagram for two users of the game.
- One being the menu function:
    - Play game from a randomly chosen word in a list
    - Play game from a word entered by another user
    - Exit Game
- Each component of the game should be implemented in a defined function.
- Show the number of strikes to the user after every guess
- Show the user the word they are trying to guess after they strike out
- *Input Validation:* Only letters both lower and uppercase should be allowed as an input
- All **output** should be through a **Dialog Box**
- Show the number of letters necessary to complete the word to the user. Example output below:



- Each strike will be equivalent to a hangman part as seen in the picture below:


Strike 1- head
Strike 3- left arm
Strike 4- right arm
Strike 2- body
Strike 5- left leg
Strike 6 - right leg