PROGRAM-5

Aim: Write a program in python to implement Hangman game.

Logic: Hangman is a classic word guessing game. User should guess words correctly by entering alphabets of user choice. Let input as an alphabet from user and make match with original word, if it matches then user guesses remaining alphabets. If user finds all characters he will win otherwise lose.

Algorithm:

1. Import the random module
2. Define function to welcome user
3. Let player name using a string method to capture users name in sentence case
4. Create a decision-making process to check that usure only enter alphabet and not number
5. Generate random word for the user to guess
6. Initialize the number of attempts
7. Keep checking if current word is present of not until attempts != 0

Implementation:

```
import time

name = input("Enter you name : ")
print(f"Hello {name}, Let's play Hangman")

time.sleep(1)
print("Start guessing word")
time.sleep(0.5)

word = ("Seceret")
word = word.lower()

guesses = ""
turns = 12

while turns > 0 :
    failed = 0
    print("\nWord : ",end="")
    for char in word:
        if char in guesses:
            print(char,end="")
        else:
            print("_",end="")
            failed += 1
    if failed == 0:
        print(f"\nYou Won!!, word was {word}")
        break
```

```
    guess = input("\nGuess a character : ")
    guesses += guess

    if guess not in word:
        turns -= 1
        print("Wrong guess !!")
        print(f"{turns} guesses remaining")

    if turns == 0:
        print(f"You lose!!, word was {word}")
```

Input:

Ravi

s h e r c t

Output: