**Exercise 13**

**Develop the following:**

**1.** Create a small Hangman-style game that makes use of the *string* class.

**2.** The mini-game should choose a random word from a set of pre-defined words and hide the characters, using an asterisk (**\***).

**3.** The user should guess each letter and the game will reveal if they are correct or subtract a life if wrong.

**4.** Add ASCII GUI to make the game look a little more presentable.