Project 4: Secret Words

Basic Information:

Project Heading:

Use the following as a header for all of your projects:

```
#----------------------------------------------------------------------------------------------------------------
# Program name – filename.py
# Written by – your name
# Date – todays date
# Description of the program.
#----------------------------------------------------------------------------------------------------------------
```

Style:

Be sure you have header comments for each of your functions.

Due Date:

Week 13

Turn in:

1. Algorithm or flow chart (text document)
2. Program listing (Python)

Problem Specification:

Create a Guessing Program, where the user must guess a secret word from a dictionary (sets of words, such as animal, color, shape, or fruit, city, biological type - your choice). The items must be randomly selected and the user will have a limit in the number of guesses. The program will display a congratulation message, if the player guesses the secret word, or display the secret word if the player fails, after a number of attempts. The player will have the chance to play again. Refer to **INVENT WITH PYTHON chapters 9, and 9 1/2** to complete this project.

Specific Requirements:

- At the start of the program, import the random module.
- You must define a function to get the secret number.
- Must use the methods and operators listed in the chapters.
- Your program must use meaningful functions.
- Your functions must pass appropriate parameters and return appropriate values.
- Your program should not accept invalid choices from the player.
- Make sure that you do not reference global variables inside of your functions.