Day-7-Hangman-3-End   @appbrewery

⬢ Show files   ▶ Open on Replit

🐍 main.py

```python
1   #Step 3
2
3   import random
4   word_list = ["aardvark", "baboon", "camel"]
5   chosen_word = random.choice(word_list)
6   word_length = len(chosen_word)
7
8   #Testing code
9   print(f'Pssst, the solution is {chosen_word}.')
10
11  #Create blanks
12  display = []
13  for _ in range(word_length):
14      display += "_"
15
16  #TODO-1: - Use a while loop to let the user guess again. The loop should only
    stop once the user has guessed all the letters in the chosen_word and
    'display' has no more blanks ("_"). Then you can tell the user they've won.
17  end_of_game = False
18
19  while not end_of_game:
20      guess = input("Guess a letter: ").lower()
21
22      #Check guessed letter
23      for position in range(word_length):
24          letter = chosen_word[position]
25          #print(f"Current position: {position}\n Current letter: {letter}\n
    Guessed letter: {guess}")
26          if letter == guess:
27              display[position] = letter
28
29      print(display)
30
31      #Check if there are no more "_" left in 'display'. Then all letters have
    been guessed.
32      if "_" not in display:
33          end_of_game = True
34          print("You win.")
```