

▼ Run This code only once

```
import csv
import random
import time
from functools import reduce
path="Hangman_wordbank.csv"
file_name = open(path,"r")
content = csv.reader(file_name)

LISTVALUES = []

for row in content:
    word = row[0]
    if len(word) >= 5 and len(word) <= 7:
        LISTVALUES.append(word)
random.shuffle(LISTVALUES)
```

## ▼ Main Code

```
def get_word()-> str:  
    word = random.choice(LISTVALUES)  
    word=word[1:]  
    for char in word:  
        count = word.count(char)  
        if count > 2:  
            word = get_word()  
            break  
    return word  
  
word = get_word().lower()  
list_char = [char for char in word]  
list_underscore = ["_" for char in word]  
  
def hangman(count:int)->None:  
    if count==1:  
  
        print(
```

```

        _|_ \n")
elif count==2:
    print(
        "      _____ \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      _|_ \n")
elif count==3:
    print(
        "      _____ \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      _|_ \n")
elif count==4:
    print(
        "      _____ \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      _|_ \n")
else:
    print(
        "      _____ \n"
        "      |         | \n"
        "      |         | \n"
        "      |         | \n"
        "      |         0 \n"
        "      |        /|\ \n"
        "      |        / \ \n"
        "      _|_ \n")

```

```

def start_the_game(count:int)->None:
    if count == 5:
        hangman(count)
        print(f"The word is {word}. Better luck next Time")
        return
    char = input("\n\nTake a guess ")
    char = char[0]
    for i in range(len(list_char)):
        if char == list_char[i]:
            list_underscore[i] = char
    if char not in word:
        count += 1

```

```

    hangman(count)
    print(f"Oops! Wrong guess. You have {5 - count} guess/es remaining")
    start_the_game(count)
    return
elif "_" not in list_underscore:
    print("Congrats! you have won the game")
else:
    temp_word = reduce(lambda x, y: x+y, list_underscore)
    print(*temp_word)
    start_the_game(count)

def start()->None:
    name = input("Welcome champ! Enter your name ")
    print(f"Welcome to the hangman game! All the best {name}")
    start_the_game(0)

start()
```

—

Take a guess  $k$

Take a guess 1

\_\_\_\_\_ s \_\_\_\_\_ l t

Take a guess a

Take a guess  $r$

Oops! Wrong guess. You have 0 guess/es remaining



Oops! Wrong guess. You have 3 guess/es remaining

Take a guess e  
e \_ i \_ t

Take a guess x  
e x i \_ t

Take a guess s  
Congrats! you have won the game

 Colab paid products - [Cancel contracts here](#)