# *Hangman Game*

# 1. Code Explanation (How + Why)

1. Import random → random.choice() selects a word and its hint randomly.  
  
2. Hangman Stages → ASCII drawings that update with each wrong guess.  
  
3. Words List → Contains words with their category (Fruit, Animal, City, Country).  
  
4. Random Word → A random (word, hint) pair is chosen, underscores are shown initially.  
  
5. Attempts → The number of wrong guesses allowed equals the number of hangman stages.  
  
6. Game Loop → Runs until attempts > 0 and '\_' are still present in the guessed word.  
  
7. Guess Check → If correct, the letter is revealed; otherwise, attempts are reduced.  
  
8. End Result → Either 'You WON' or 'You LOST' is displayed.

# Output



