Hangman Game:

Desgin a text-based Hangman Game. The Program selects a random word, and the player guesses one letter at a time to uncover the word . You can set a limit on the number of incorrect guesses allowed.

import random

def choose\_word():

words = ["apple", "banana", "orange", "grape", "kiwi", "melon", "strawberry", "pineapple", "blueberry", "peach"]

return random.choice(words)

def display\_word(word, guessed\_letters):

displayed\_word = ""

for letter in word:

if letter in guessed\_letters:

displayed\_word += letter + " "

else:

displayed\_word += "\_ "

return displayed\_word.strip()

def hangman():

word = choose\_word()

guessed\_letters = []

incorrect\_guesses = 0

max\_attempts = 6

print("Welcome to Hangman!")

print("Try to guess the word.")

while True:

print("\n" + display\_word(word, guessed\_letters))

guess = input("Guess a letter: ").lower()

if guess in guessed\_letters:

print("You've already guessed that letter.")

continue

guessed\_letters.append(guess)

if guess not in word:

incorrect\_guesses += 1

print("Incorrect guess! You have {} attempts left.".format(max\_attempts - incorrect\_guesses))

if incorrect\_guesses >= max\_attempts:

print("You lost! The word was '{}'.".format(word))

break

else:

print("Correct guess!")

if all(letter in guessed\_letters for letter in word):

print("Congratulations! You guessed the word '{}'!".format(word))

break

hangman()

Output:

Welcome to Hangman!

Try to guess the word.

\_ \_ \_ \_ \_

Guess a letter: a

Correct guess!

a \_ \_ \_ \_

Guess a letter: e

correct guess!

a \_ \_ \_ e

Guess a letter: i

Incorrect guess! You have 5 attempts left.

a \_ \_ \_ e

Guess a letter: o

Incorrect guess! You have 4 attempts left.

a \_ \_ \_ e

Guess a letter: p

Correct guess!

a p p \_ e

Guess a letter: l

Correct guess!

a p p l e

Congratulations! You guessed the word 'apple'!