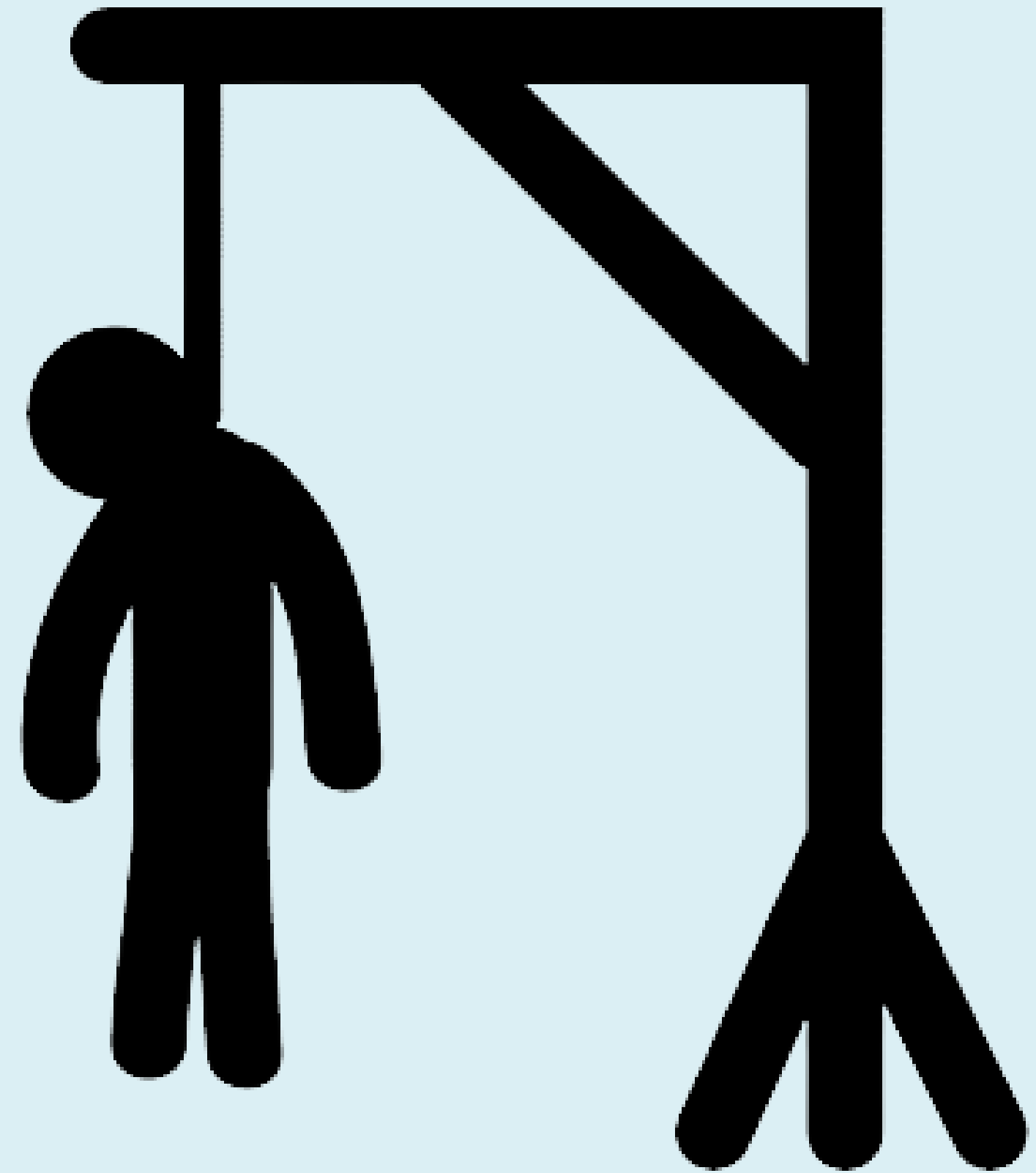




HANGMAN GAME

A Fun and Interactive Programming Project





INTRODUCTION



The hangman game is a multiplayer game. In this game, first player (computer) selects a word and second players have a certain number of guesses to guess the characters in the word. If the player is able to guess the characters in the entire word within certain attempts, they win. Otherwise, they lose.



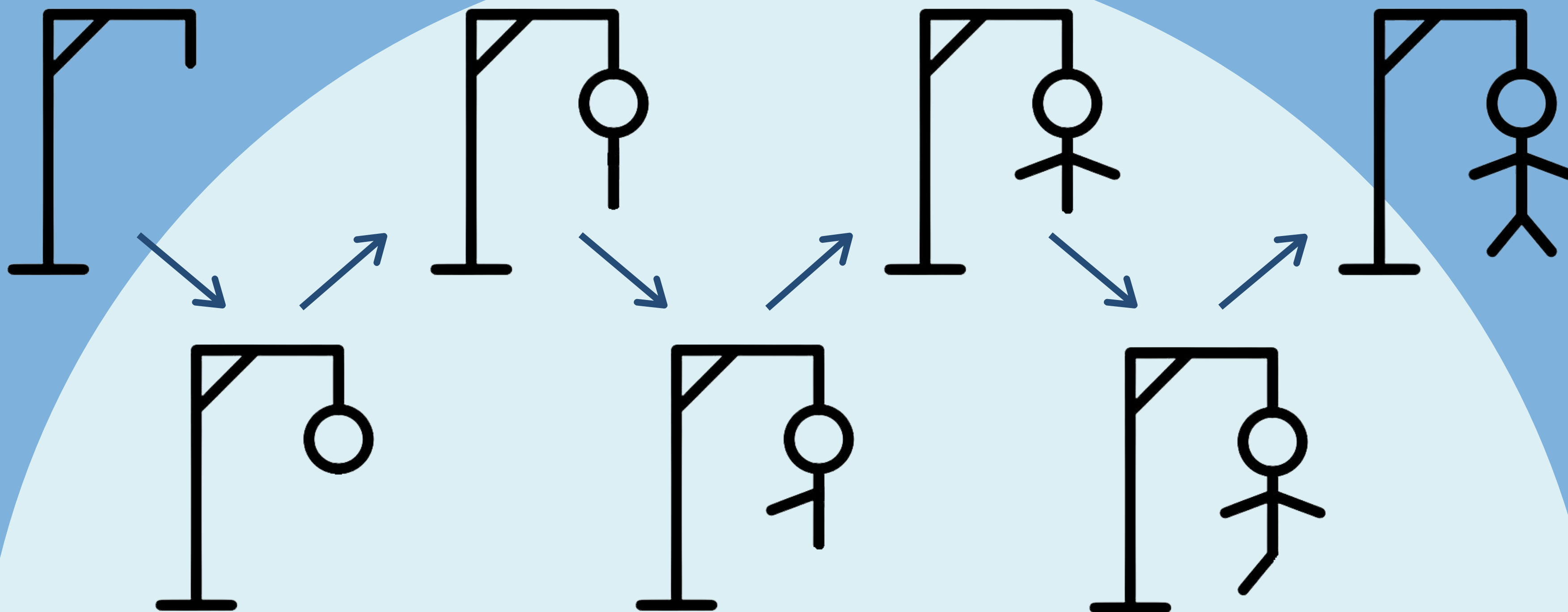
PROGRAM EXECUTION STEPS



1. A word is chosen and displayed as blank spaces, with each blank representing a letter.
2. Players guess one letter at a time.
3. If the guessed letter is correct, it fills in the blanks.
4. If the guessed letter is incorrect, a part of the hangman is drawn.
5. Players continue guessing until they guess the word or the hangman is complete.

=

HANGMAN STAGES





LIBRARIES USED IN PROJECT



Random

Python Random library is an in-built library of Python that is used to generate random numbers in Python. These are pseudo-random numbers, means they are not truly random. This module can be used to perform random actions such as generating random numbers, printing random a value for a list or string, etc.



PROCESS OF SELECTING A RANDOM WORD FROM A TEXT FILE



Open the text file having random words in read mode and create a list of words using `readlines()`.

```
word_list = open("words.txt", "r").readlines()
```

Generate a random number between 0 and length of word list.

```
random_no = random.randint(0, len(word_list))
```

Use the generated random number as index value to choose a word.

```
word = word_list[random_no].rstrip()
```

Return the chosen word.

```
return word
```



**LET'S MOVE ON
TO OUR
PROGRAM**

