**#1  compare letters in random word**

# choosing a random word from a list

import random

list\_of\_words = ["mango", "pepino", "jocote"]

random\_word = random.choice(list\_of\_words)

# asking the user to guess a letter

guess = input ("Guess a letter and I will tell you if it is in my word: ").lower()

# cheking if letter in word

word\_lenght = len(random\_word)

for letter in random\_word:

    if guess == letter:

        print("Right")

    else:

        print("Wrong")

input ("Press the enter key to exit.")

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**#2 Replacing black with guesses**

import random

# creating a list of words

list\_of\_words = ["mango", "pepino", "jocote"]

# choosing a random word from my list

random\_word = random.choice(list\_of\_words)

print ("The word is " + random\_word)

# creating a blank list

blank\_list = []

for  letter in random\_word:

    blank\_list.append("\_") #also blank\_list += "\_" would work!!

# asking the user to guess a letter

guess = input ("Guess a letter and I will tell you if it is in my word: ").lower()

# cheking if letter in word

position = -1 # starting point of my list

for letter in random\_word:

    position += 1 # changing position in my list

    if guess == letter:

            blank\_list[position] = letter # replacing the guessed letter in the correct position

print (blank\_list)

# TECHAER SOLUTION

word\_length = len(random\_word)

for position in range(word\_length):

    letter = random\_word[position]

    if letter == guess:

        blank\_list[position] = letter

print(blank\_list)

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**#3 Letting the user guess until he win**

import random

# creating a list of words

list\_of\_words = ["mango", "pepino", "jocote"]

# choosing a random word from my list

random\_word = random.choice(list\_of\_words)

print ("The word is " + random\_word)

random\_word = list(random\_word)

print (random\_word)

# creating a blank list

blank\_list = []

for  letter in random\_word:

    blank\_list += "\_"

#cheking if letter in word and asking a guess to user

while not blank\_list == random\_word:

    guess = input ("Guess a letter and I will tell you if it is in my word: ").lower()

    word\_length = len(random\_word)

    for position in range(word\_length):

        letter = random\_word[position]

        if letter == guess:

            blank\_list[position] = letter

    print(blank\_list)

print ("You Won!!!")

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**#4 Keeping track of the 6 lives and user interface**

import random

            stages = ['''

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# creating a list of words

list\_of\_words = ["mango", "pepino", "jocote"]

# choosing a random word from my list

random\_word = random.choice(list\_of\_words)

print ("The word is ")

random\_word = list(random\_word)

print (random\_word)

# creating a blank list

blank\_list = []

for  letter in random\_word:

    blank\_list += "\_"

    blank\_list2 = blank\_list

#cheking if letter in word and asking a guess to user

lives = 6

#Welcoming

print ("Welcome, you have 6 lives.")

#cheking if letter in word and asking a guess to user

while not blank\_list == random\_word and not lives == 0:

    print (stages[lives])

    guess = input ("Guess a letter and I will tell you if it is in my word: ").lower()

    if not guess in random\_word:

        lives -= 1

    for position in range(len(random\_word)):

        letter = random\_word[position]

        if letter == guess:

            blank\_list[position] = letter

    print(blank\_list)

    print(lives)

if blank\_list == random\_word:

    print ("You Won!!!")

else:

    print ("You lose!")

    print (stages[lives])

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# Final test The Hangman Game

#MAIN

# Import all modules

from hangman\_words import list\_random

import random

from hangman\_art import welcome\_message

from hangman\_art import stage

# Select random word with imported function

word = list\_random()

word = list(word)

# Player lives

lives = 6

# Creating the blank spaces

characters = []

for char in word:

    characters += "\_"

#creating a guess list

guess\_list = []

# Game on!

welcome\_message()

print ("You have 6 lives, let's begin.\n" + stage()[lives])

print ("\nHere the spaces for my word.")

print (characters)

guess = ""

game\_over = False

while game\_over is False:

    guess = input("\nWhat is you guess? ").lower()

    if guess in guess\_list:

        print ("\nYou already guessed that letter, try one other.\n")

    else:

        if lives == 1:

            game\_over = True

        if guess not in word:

            lives -= 1

            print ("\nWrong your letter is not in my word!\n")

            print (stage()[lives])

        for position in range(len(word)):

            letter = word[position]

            if guess == letter:

                characters[position] = guess

        if characters == word:

            game\_over = True

    print (characters)

    guess\_list += guess

if characters == word:

    print ("\nWell played, you win!!\n")

else:

    print ("\nNope! you failed and your little man is hanging to die!\nGood luck next time.\n")

input ("Press the enter key to exit.")

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**# FILE FOR THE LIST OF WORDS**

import random

list\_words = ["manzana", "pera", "fresa", "mango", "jocote", "jicama", "anona"]

def list\_random():

    return (list\_words[random.randint(0,(len(list\_words)-1))])

# FILE FOR THE ASCII ART

#1 Welcome message

welcome = '''

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                    GAME

    '''

def welcome\_message():

    print (welcome)

#2 Stages

stages = ['''

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def stage():

    return stages