```
#importing modules
import random


#making string so the module can choose the word
word_list = ["apple" , "banana" , "cat" , "dog" , "egg" , "fish" , "gun"
"house" , "igloo" ,"java" , "kite" , "landmine"
"monkey" , "nest" , "ookla" , "peanut" , "quak" , "root" , "sugar" , "tooth"
, "universe" , "virtual" , "weather" , "xenophile" , "yeet" , "zuckerberg" ]


#making our word function
def get_word(word_list):
    word = random.choice(word_list)
    return word.upper()


#making our play function
def play(word):
    word_completion = "_" * len(word)
    guessed = False
    guessed_letters = []
    guessed_words = []
    tries = 12
    print("Let's play Hangman 🐷")
    print(display_hangman(tries))
    print(word_completion)
    print("\n")
    while not guessed and tries > 0:
        guess = input("guess a letter or word: ").upper()
```

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        if len(guess) == 1 and guess.isalpha():
            if guess in guessed_letters:
                print("you already tried", guess, "!")
            elif guess not in word:
                print(guess, "isn't in the word ☹")
                tries -= 1
                guessed_letters.append(guess)
            else:
                print("Nice one,", guess, "is in the word!")
                guessed_letters.append(guess)
                word_as_list = list(word_completion)
                indices = [i for i, letter in enumerate(word) if letter ==
guess]
                for index in indices:
                    word_as_list[index] = guess
                word_completion = "".join(word_as_list)
                if "_" not in word_completion:
                    guessed = True
        elif len(guess) == len(word) and guess.isalpha():
            if guess in guessed_words:
                print("You already tried ", guess, "!")
            elif guess != word:
                print(guess, " ist nicht das Wort :(")
                tries -= 1
                guessed_words.append(guess)
            else:
                guessed = True
                word_completion = word
```

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        else:
            print("invalid input")
        print(display_hangman(tries))
        print(word_completion)
        print("\n")
    if guessed:
        print("Good Job, you guessed the word! 😎")
    else:
        print("I'm sorry, but you ran out of tries. The word was " + word +
". Maybe next time!")


#making our hangman stages so that output can be displayed in terminal as
figure
def display_hangman(tries):
    stages = [  """
                1st try
                --------
                |      |
                |     😑
                |     \\|/
                |      |
                |     / \\
                -
                """,
                """
                2nd try
                --------
                |      |
```


|
|
|
|
-
"""
"""
3rd try

|
|
|
|
-
"""
"""
4th try

|
|
|
|
-
"""
"""
5th try

```
--------
|      |
|     😜
|      |
|      |
|
-
""",
"""
6th try
--------
|      |
|     😄
|
|
|
-
""",
"""
7th try
--------
|      |
|
|
|
|
-
""",
```

```
"""
8th try


--------
|
|
|
|
|
_
""",
"""
9th try

""",
"""
10th try

|
|
|
|
_
""",
"""
11th try
```

```
                    |
                    |
                    |
                   _
                   """,
                   """
                   12th try


                    |
                    |
                   _
                   """,
                   """
                   13th try

                    |
                   _
                   """
            ]
    return stages[tries]


#giving user to make decison to play or not
def main():
    word = get_word(word_list)
    play(word)
    while input("Again? (Y/N) ").upper() == "Y":
        word = get_word(word_list)
```

```
        play(word)
if __name__ == "__main__":
    main()
```