import java.util.Arrays;  
import java.util.Scanner;  
  
  
public class WordGuessingGame {  
 public static void main(String[] args) {  
  
 String SelectWord = RandomSelectWord();  
  
  
 System.out.println(" WORD : " + SelectWord);  
  
  
 GuessingGame(SelectWord);  
  
  
 }

public static String RandomSelectWord() {  
 Dictionary dict = new Dictionary("dictionary.txt");  
  
 int numWords = dict.GetNumWords();  
 // pick a random number between 0 and numWords-1  
 int randomIndex = (int) (Math.random() \* numWords);  
 // get the word at the random index, minimum length 5 letters  
 String word = dict.GetWordAt(randomIndex);  
 while (word.length() < 5) {  
 randomIndex = (int) (Math.random() \* numWords);  
 word = dict.GetWordAt(randomIndex);  
 }  
 return word;  
  
 }

public static void GuessingGame(String word) {  
 System.out.println("I have picked a secret word. Try to guess its letters!");  
 boolean gameOver = false;  
  
 int guessCount = 0;  
 int corrcteNumber = 0;  
 //display dashboard '---------'  
 char[] displayWord = new char[word.length()];  
 Arrays.fill(displayWord, '-');  
 String displayWordString = new String(displayWord);  
 System.out.println(displayWordString);  
 StringBuilder displayStringBuilder = new StringBuilder(displayWordString);  
  
// game start  
 while (!gameOver) {  
  
  
 guessCount++;  
 //get guess letter from user  
 Scanner scanner = new Scanner(System.in);  
 System.out.println("Guess > ");  
  
 String guessLetter = scanner.nextLine();  
 //convert input to lowercase  
 guessLetter = guessLetter.toLowerCase();  
  
 //check if guess letter is correct  
 for (int i = 0; i < word.length(); i++) {  
  
  
 if (guessLetter.equals(word.substring(i, i + 1))) {  
  
 displayStringBuilder.setCharAt(i, guessLetter.charAt(0));  
  
 corrcteNumber += 1;  
 }  
  
  
 }  
 System.out.println(displayStringBuilder.toString());  
 System.out.println();  
  
  
 if (corrcteNumber == word.length()) {  
 System.out.println(word);  
 System.out.println("you got it in " + guessCount + " guesses!");  
 gameOver = true;  
 }  
  
  
 }  
  
  
 }  
}

output:

