

# Hangman Game

## 1D Array/C-Style String Assignment

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```

### Instructions:

- get a word from a user
  - max of 100 characters
  - letters, numbers, spaces and special characters are possible
  - stop getting characters from the user when they press enter(\n)
  - stop getting characters from the user when they reach 100 characters even if they have not pressed enter
- display the hangman
  - You must have a function to display the hangman that takes a count of the number of missed guesses
- display an underscore in all of the positions where they have not guessed the letter
- display the appropriate letter in all of the positions where they have guessed the letter correctly
- let the user start guessing letters
  - when they guess a wrong letter draw more of the hangman
  - when they get a letter right display the letter in its correct position(s)
- give the user six chances
- If the user wins let them know
  - be sure to display the completed word
- If the user loses let them know
  - display the completed word and hangman
- the program should end when the user loses

### Hints:

- you will need to use two strings
  - one to hold the word entered
  - one to hold underscores that will be replaced by characters from the word