Description

Hangman is a popular word guessing game where the player attempts to construct a missing word by guessing one letter at a time. After a certain number of incorrect guesses, the game ends and the player loses. The game also ends if the player correctly identifies all the letters of the missing word.

Input

Your program will prompt the user for letter guesses until the word is correctly guessed or the player has exceeded the maximum number of guesses. User input should be checked to make sure it's valid. The program has a finite number of words your program will use – see the list later in this document.

Output

Your program should print a list of letters that have been guessed as well as display the correctly guessed letters in the word. A "graphical" representation of the hanging man (kinda gross when you think about it) is optional.

Sample Run

```
Welcome to hangman. You get seven chances to guess the mystery word.

-----
Pick a letter --> e

Guessed letters: E

O

-----
Pick a letter --> a

Guessed letters: E A

O

|
----
Pick a letter --> e

Sorry, you already guessed 'E'
Pick a letter --> i

Guessed letters: E A I

O

\|
-----
O
```

Sample Run - continued

```
Pick a letter --> o
Guessed letters: E A I O
\ |
_ _ _ _ _ _
Pick a letter --> u
Guessed letters: E A I O U
0
\ | /
_ _ _ _ _ _
Pick a letter --> y
Guessed letters: E A I O U Y
0
\ | /
_ O _ _ _ Y
Pick a letter --> 4
'4' is not a valid letter
Pick a letter --> xyz
'XYZ' has more than one letter.
Pick a letter --> 1
Guessed letters: E A I O U Y L
0
\ | /
_ O _ _ L Y
Pick a letter --> s
Guessed letters: E A I O U Y L S
0
\ | /
_ O _ _ L Y
```

Sample Run - continued

Words

COMPLY THREE VACATION INFORMATION TECHNOLOGY ORLANDO COMPUTER ROUTER PRINTER BUDGE SOFTWARE HARDWARE OBJECTIVE FILE EMPLOYEE SECURITY DATA REPORT PROPERTY OWNERSHIP