

CSCI-101 Programming I

Lab 7

Log onto cs.bridgewater.edu. Change your working directory to the **labs** directory in your repository. Create a subdirector (in labs) named **lab7**. Change your working directory to **lab7**. When complete with this lab, please push your code to GitHub.

Write a program in a file named **WordGuess.java** that implements the following game.

When run, the game randomly generates a word and prompts the user to guess one letter at a time. The use is allowed to guess the number of times equal to 2 times the length of the string.

Each letter in the word is displayed as an asterisk. When the user makes a correct guess, the actual letter is then displayed.

If the user guesses incorrectly, a message is displayed telling him the guess is incorrect. If the user guesses a letter that is already displayed, a message is displayed telling him the letter is already in the word.

When the user finishes a word, display the number of misses and ask the user whether to continue to play with another word. Declare an array to store words, as follows:

```
// add any words you wish to the array
String[] words = {"word1", "word2", ...};
```

Sample Run

```
(Guess) Enter a letter in word **** > h
      correct
(Guess) Enter a letter in word h*** > r
      r is not in the word
(Guess) Enter a letter in word h*** > h
      h is already in the word
(Guess) Enter a letter in word h*** > l
      correct
(Guess) Enter a letter in word h*l* > s
      s is not in the word
(Guess) Enter a letter in word h*l* > t
      t is not in the word
(Guess) Enter a letter in word h*l* > m
      m is not in the word
(Guess) Enter a letter in word h*l* > p
      correct
```

The word is help. You missed 5 times.
Do you want to guess another word? y or n >