**Project: Hangman Game in C++**

* Can Generate Random Words from Dictionary File.
* Can Play Hangman game.
* **Vocab.txt** is Dictionary File used in game file and random word generator file.

**Hangman Algorithm:**

1. Generate Random word and store in word variable;
2. Get total number of letters in word variable store in **word\_size** variable. e.g., if word is **test** then **word\_size** will be 4.
3. Store total number wrong letter guess is store in **worng\_guess**.
4. Store guess letter in guess variable.
5. Check guess letter is already attempted. Attempted again show a proper response.
6. Check guessed letter is in the letter in word. If yes show all correct word. E.g. if guessed letter is t and word is **test** result should be like this t \_ \_ t. if guessed letter is not found in word show proper response. Correct guess letters store in **correct\_guess\_letter** in a proper sequence.
7. Check word and guess correct\_guess\_letter match or not. If not repeat step 7. If yes show proper response and end the game.