Preparation of the hangman game project

The name of a file containing a list of words will be provided as a command line argument.

The program offers the user 3 options to pick from:

1. **Quit**
   - Quit a farewell message
   - exit the program → **END**

2. **Add word** ← **Input = Filename**
   - Read a word entered on the keyboard
   - Write that word at the end of the file
   - Open file
   - Write word at end
   - Maybe we need to do something to get it to the end of file?
   - Close file

3. **Play hangman** ← **Input = Filename**
   - Pick a word at random in the file ← **Input = Filename**
   - Count the number in the file → n
   - Choose a random number between 0 & n → r
   - Read the rth word in the file

   Have the user play & guess (or not) the word ← **Input = Word / Output = Win / Lose**
   - Build the guess word to be displayed: "H-----N" for "HANGMAN"

   Allow the player to enter guess letters as long as the number of bad guess is smaller than or equal to n and that the word has not been guessed.

   For each entered letter, the displayed guess word must be updated.

This means to be the number of put. Think they are organizing