**Exercise 6: Guess My Number**

Write a program that chooses a random number between 1 and 100. The program then asks the user to guess the number chosen. If the number the user guesses is higher than the actual number the program will output: “lower”. If the number the user guesses is lower than the actual number then the program will output lower. The program will allow the user to keep guessing until the user gets the correct number. The program should output the number of times it took the user to get the correct number. Your output will look something like this:

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**Exercise 7: Word Jumble Game**

Write a program that will output a jumbled (scrambled) version of an English word. The user has to try to guess the word. The program allows the user to keep guessing until they get the word. The user can quit the program if he enters nothing for his guess. Your output should look something like this:



**Bonus Exercise: Hangman Game**

Write a program simulates the hangman game. Basically the program asks the user to guess a word by guessing a letter. If the letter is in the word the program shows the user which letter position in the word is the letter. If the letter is not in the word the program shows the program draws another part of the hangman figure. If the user picks a letter that he already picked then the program tells the user that he already picked this letter and asks him to pick again without penalizing him. The user can make six mistakes before losing. The following screenshot shows the first few tries of the user:

