CSCI-101 Introduction to Programming
Lab 8 - Tuesday

Log onto cs.bridgewater.edu. Change your working directory to the **labs** directory in your repository. Create a subdirector (in labs) named **lab8**. Change your working directory to **lab8**. When complete with this lab, please push your code to GitHub and update your **README.md** file to provide the path to the **lab8** directory and your Java source code.

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 >
```