

## STARTING THE HANGMAN GAME

We are going to slowly build up code to create a game of hangman. As of now, we will write two parts of this code.

1. The function `fillwords` accepts two parameters (both sent by reference). One parameter is of type `ifstream`, and the other parameter is an array of `strings` (or if you wish, you can make it a two dimensional array of `characters`). It fills the array with the words that are in the file.

2. The function `drawGallows` accepts one integer parameter (which is either 0,1,2,3,4,5,6). The integer parameter actually represents the number of wrong guesses made by the player. If the parameter is = 0, a the function draws (using `cout`) an empty gallows:

```
===== | |
| |           | |
| |
| |
| |
| |
| |
| |
```

If the function parameter is = 1 then the hangman has a head:

```
===== | |
| |           | |
| |           0
| |
| |
| |
| |
| |
```

If the paramter is =2, then the hangman has a head and one arm, etc.

Make sure that you create a function `main`, so that you can compile and test these two functions.