12 Automatic hangman

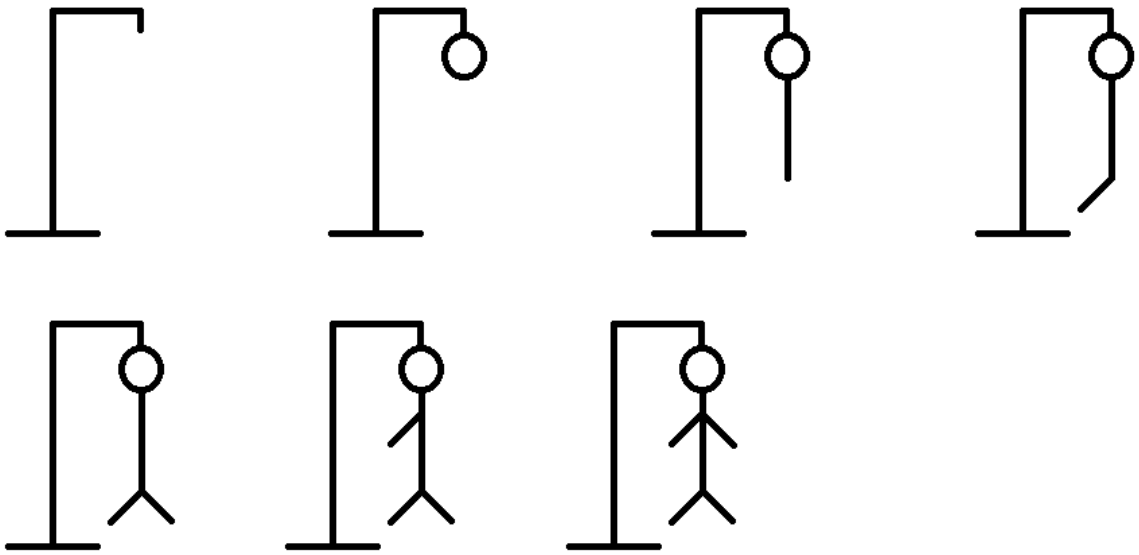
6 points

Introduction

For sure you have played the classic Hangman game. It's an ideal game to play with low resources, you can play with just a paper and a pencil. It's easy to learn how to play, every game doesn´t last more than 3 minutes, and it can be very funny!

So, what we want to do is an Automatic hangman application that simulates games.

The rules are simple: There is a hidden word to guess, and the player has to say letters that they thinks would be on the hidden word. If they miss a letter, they lose a life. For this simulation, the player has 7 lives, corresponding to the states of the game. When the 7 lives are lost, the game ends.



Input

The input consists of:

- The first line defines the word to guess in capital letters. This word must contain at least one letter to guess.
- The second line is the sequence of letters that represents the player tries. Letters can be repeated, so, if player repeats a wrong letter, they will lose another life. If they say a correct letter twice or more, nothing changes.

Output

The output consists of:

- The initial hidden word, expressed in "_".
- The final hidden word, where correct letters are shown.
- A final game status message:

STATUS	MESSAGE
Word completely guessed	`Player wins!`
Word not guessed completely, but player has lives	`Word not completed and player is still alive.`
The player lost all lives	`Player loses.`

- Number of lives when the game ends, expressed like `Lives: numberOfLives`

Example 1

Input

```
HELLO
HELO
```

Output

```
_____
HELLO
Player wins!
Lives: 7
```

Example 2

Input

```
HELLO
OXEXX
```

Output

```
_____
_E__O
Word not completed and player is still alive.
Lives: 4
```

Example 3

Input

```
HELLO
ABCDEFGHI
```

Output

```
_____
HE___
Player loses.
Lives: 0
```