Guessing Game
For this game, the user will try to guess a word randomly selected from an online dictionary. Create a class to handle the various functions of the game. Call the dictionary "dictionary.txt".

Building the dictionary
You can use any dictionary you want. I used sowpods.txt which is in an online scrabble dictionary (google sowpods.txt). Assume the user wants to guess words of length GAMELENGTH. Allow the user to select GAMELENGTH. I read in the dictionary and stored only the words of length GAMELENGTH. Convert all words to lowercase.

Guessing a Word
Prompt the user to guess a word. If it is not the correct length, prompt the user for a new word. The program gives feedback as follows: How many letters of the guessed word match the selected word perfectly (right letter and right location). How many other letters of the guessed word are in the selected word, but are not in the right location.

For example, the interaction might look like:
I'm thinking of a word of length 4
What is your guess? kiss
Your guess was :kiss Perfect=1 Good Letters=1
What is your guess? rich
Your guess was :rich Perfect=3 Good Letters=0
What is your guess? chis
Your guess was :chis Perfect=0 Good Letters=4
What is your guess? sich
Your guess was :sich Perfect=4 Good Letters=0
Congrats!

If the user enters a string beginning with "*", end the game.

Hints:
I modified a temporary copy of the words so I didn't count things multiple times, i.e. "shhh" should only find one perfect letter and no correct letters in "that".

I found it helpful to print the words enclosed in a special character so I could tell if non-printable characters were part of the word.

My read routine looked like this:
```ruby
def readWord
  print("What is your guess? ");
  STDOUT.flush
  a_string = gets
  a_string.strip!
  a_string.downcase!
  a_string
end
```