

start class

Globale Variablen:  
static Scanner in

start main

Lokale Variablen:  
String word  
String choice  
LinkedList <Character> checked  
char letter  
char[] guessed  
boolean foundLetter  
int trials  
String[] hangmanTexture

menu: while (true)

out: eigenes Wort eingeben? (y/n)  
in: choice

switch (choice)

case "y"  
case "Y"

true

word = in

false

case "n"  
case "N"

true

word = getWordFromFile

false

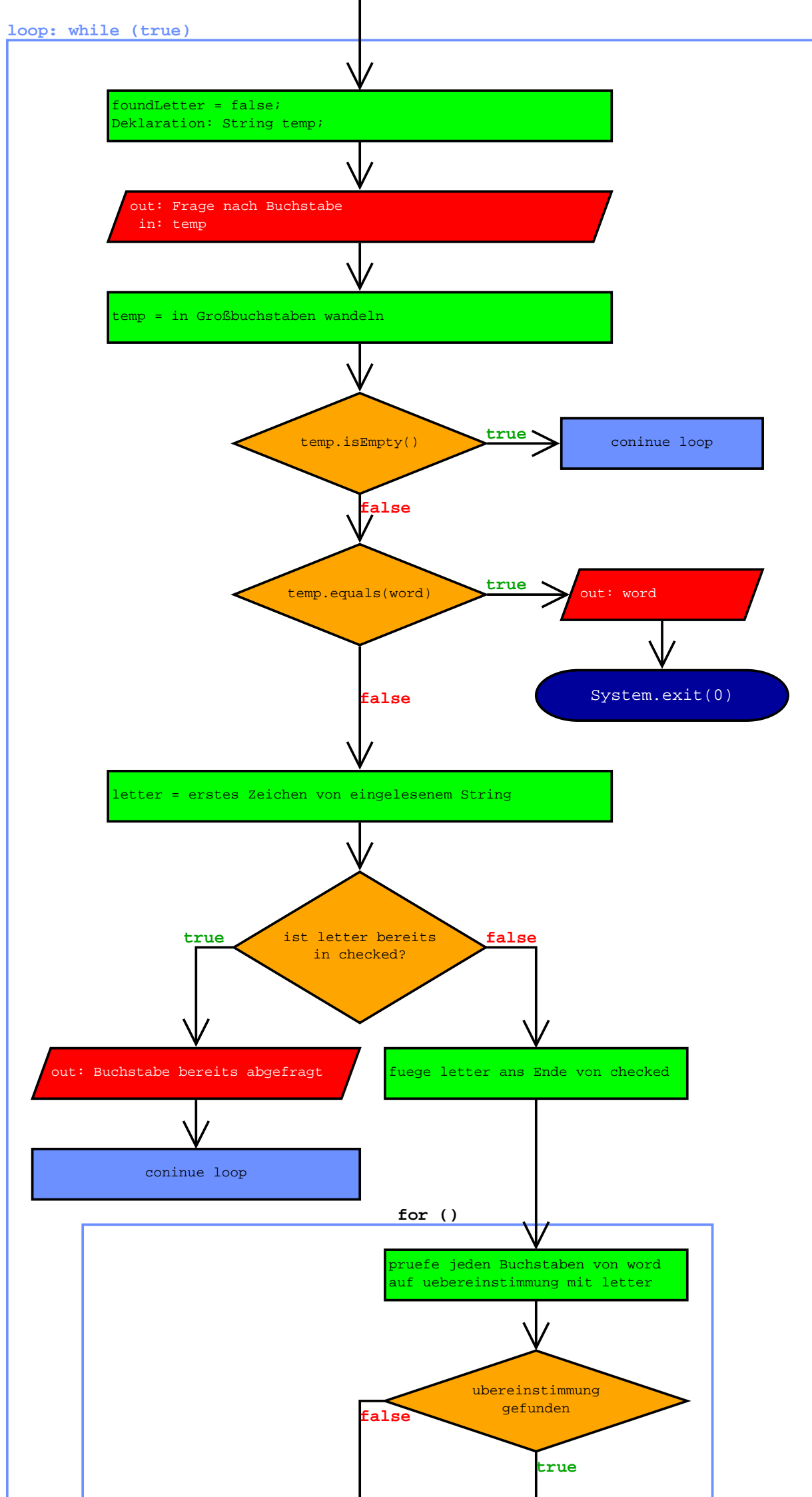
break menu;

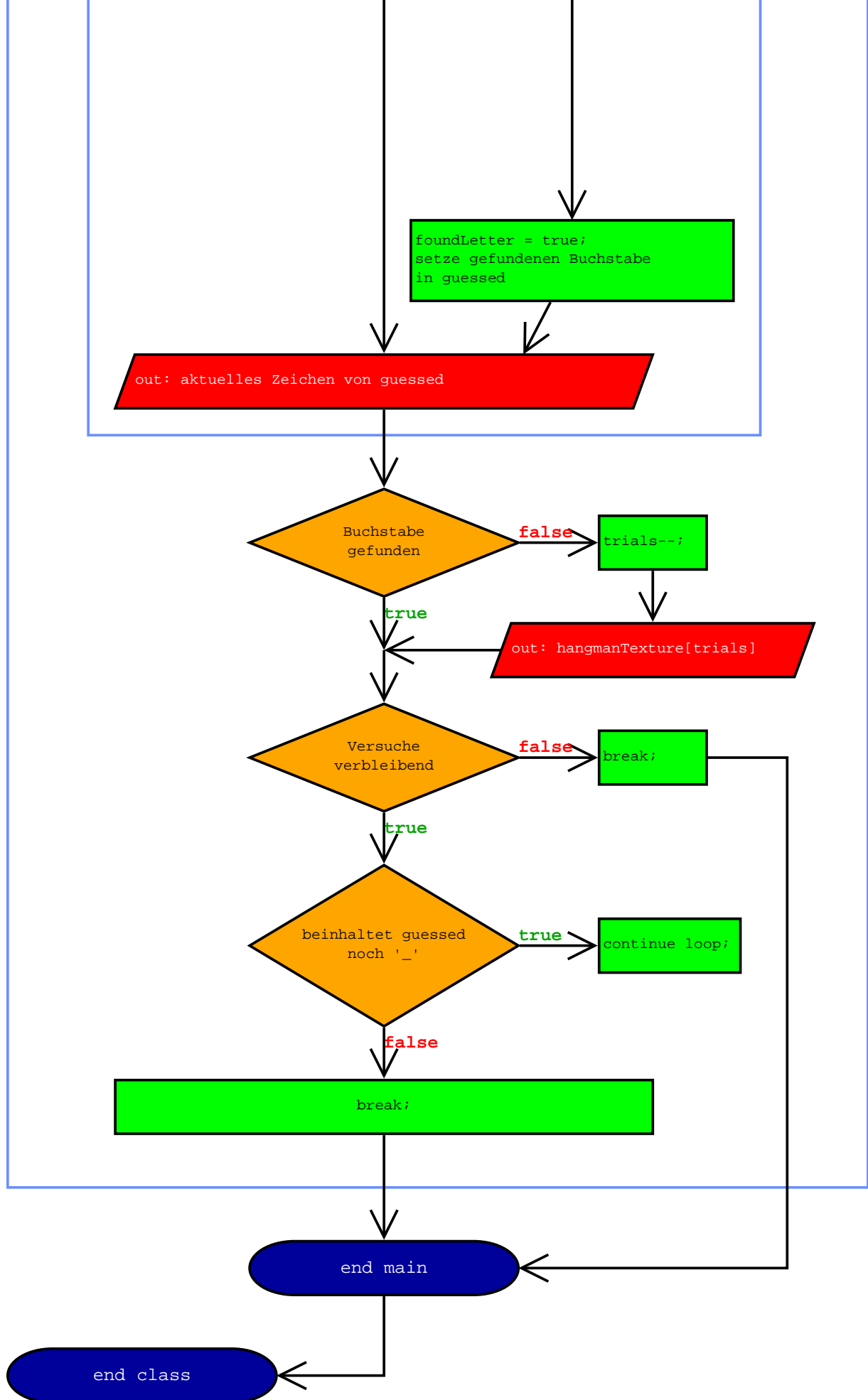
word in Großbuchstaben konvertieren

- guessed mit der Laenge von word initialisieren  
- guessed mit Unterstrichen fuellen

hangmanTexture = initHangman()

loop: while (true)





start getWordFromFile

```
local variables:  
BufferedReader br  
LinkedList <String> words  
int random
```

start try {

```
loop variables:  
String line
```

```
br = new BufferedReader  
      (new InputStreamReader  
       (new FileInputStream  
        ("values.conf")));
```

do {

line = br.readLine  
== null

true

break;

false

false

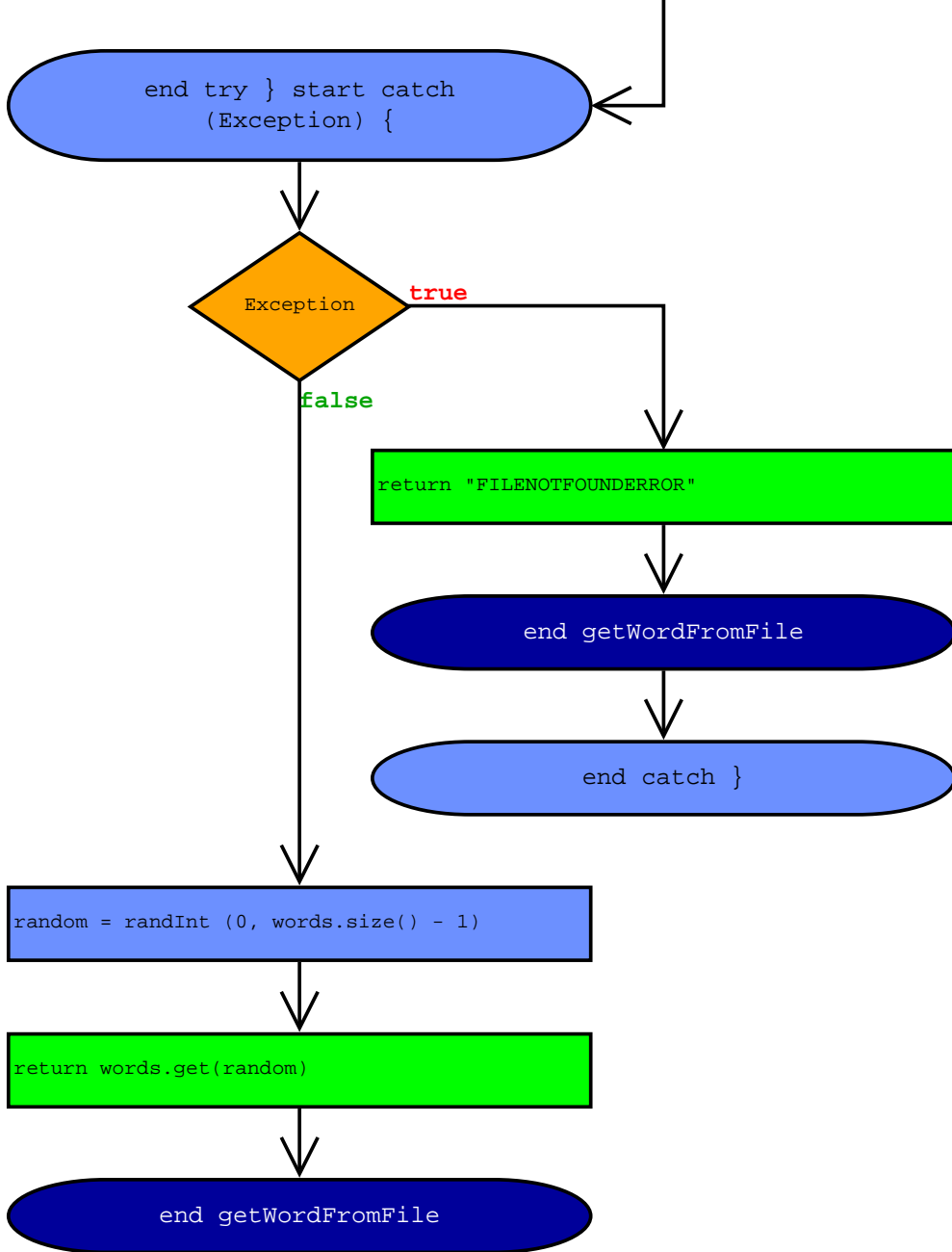
line.length > 3

true

words.add(line);

end do } while (true)

br.close



start initHangman

```
local variables:  
String[8] states
```

```
states[7] = Grafik erster Fehler
```

```
states[6] = Grafik zweiter Fehler
```

```
states[5] = Grafik dritter Fehler
```

```
states[4] = Grafik vierter Fehler
```

```
states[3] = Grafik fuenfter Fehler
```

```
states[2] = Grafik sechster Fehler
```

```
states[1] = Grafik siebter Fehler
```

```
states[0] = Grafik achter & letzter Fehler
```

```
return states;
```

end initHangman