

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
char[][][] hangmanTexture

menu: do {} while (false)

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

switch (choice)

case "y"
case "Y"

true

word = in

case "n"
case "N"

true

word = getWordFromFile

default

true

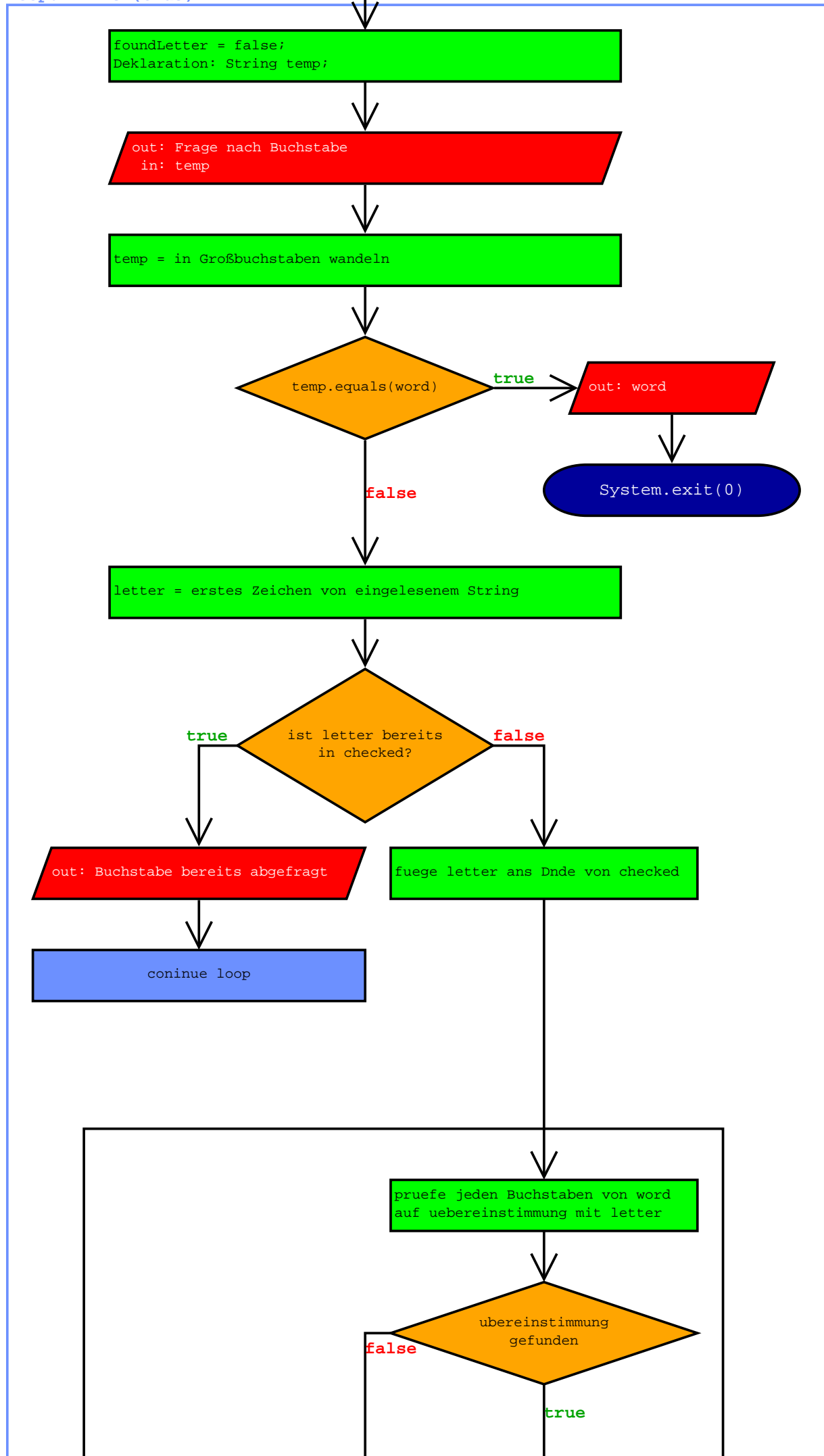
continue menu;

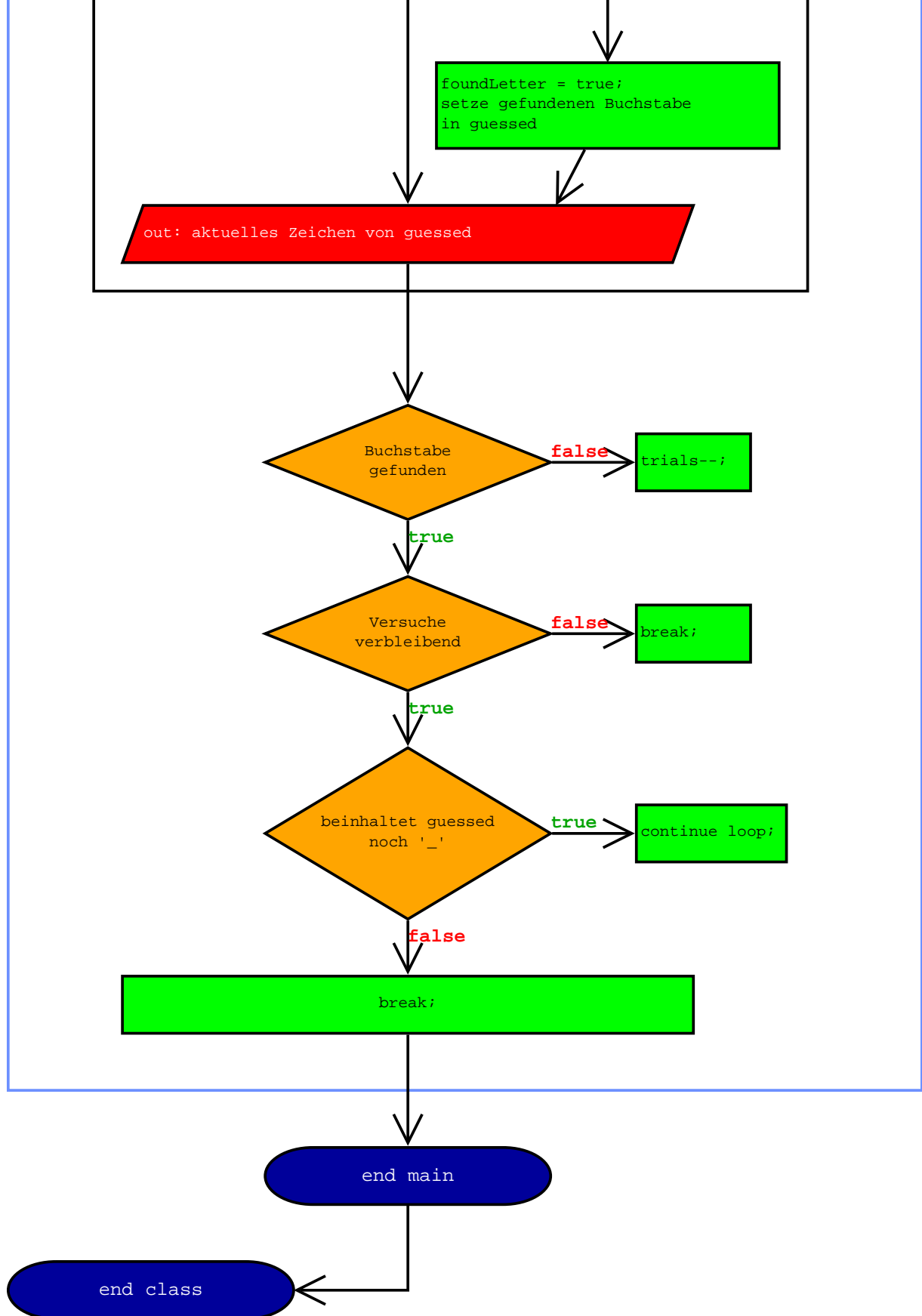
word in Großbuchstaben konvertieren

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

hangmanTexture = initHangman()

loop: while (true)





start getWordFromFile

```
local variables:  
BufferedReader br  
String[5] wordPool  
String[] lineSplitted  
int random
```

start try {

```
loop variables:  
String line
```

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

for (wordPool.lenght)

line = br.readLine
== null

true

break;

false

wordPool[i] = line

end for }

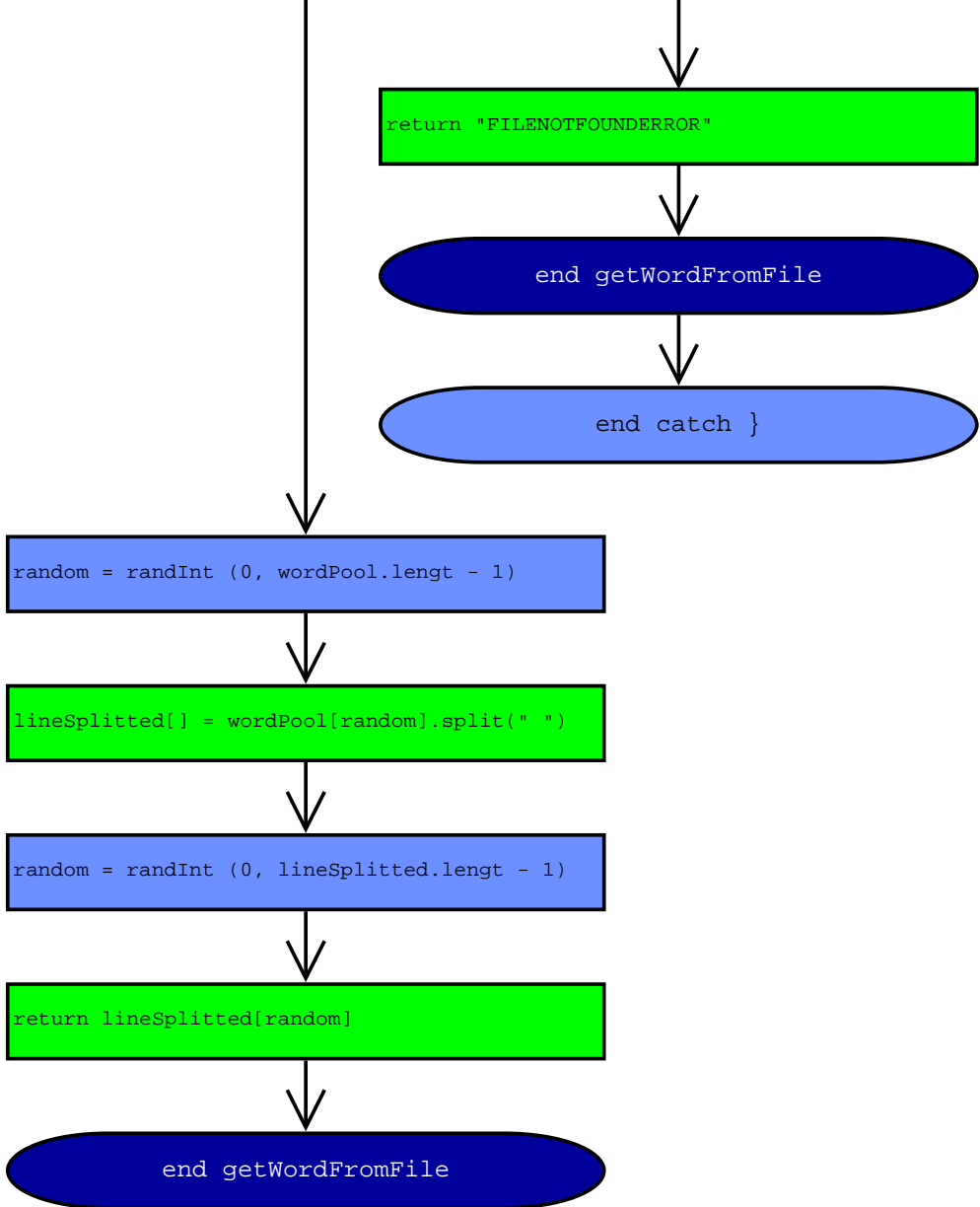
br.close

end try } start catch
(Exception) {

Exception

true

false



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