

start class

Globale Variablen:
static Scanner in

start main

init: while (true)

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

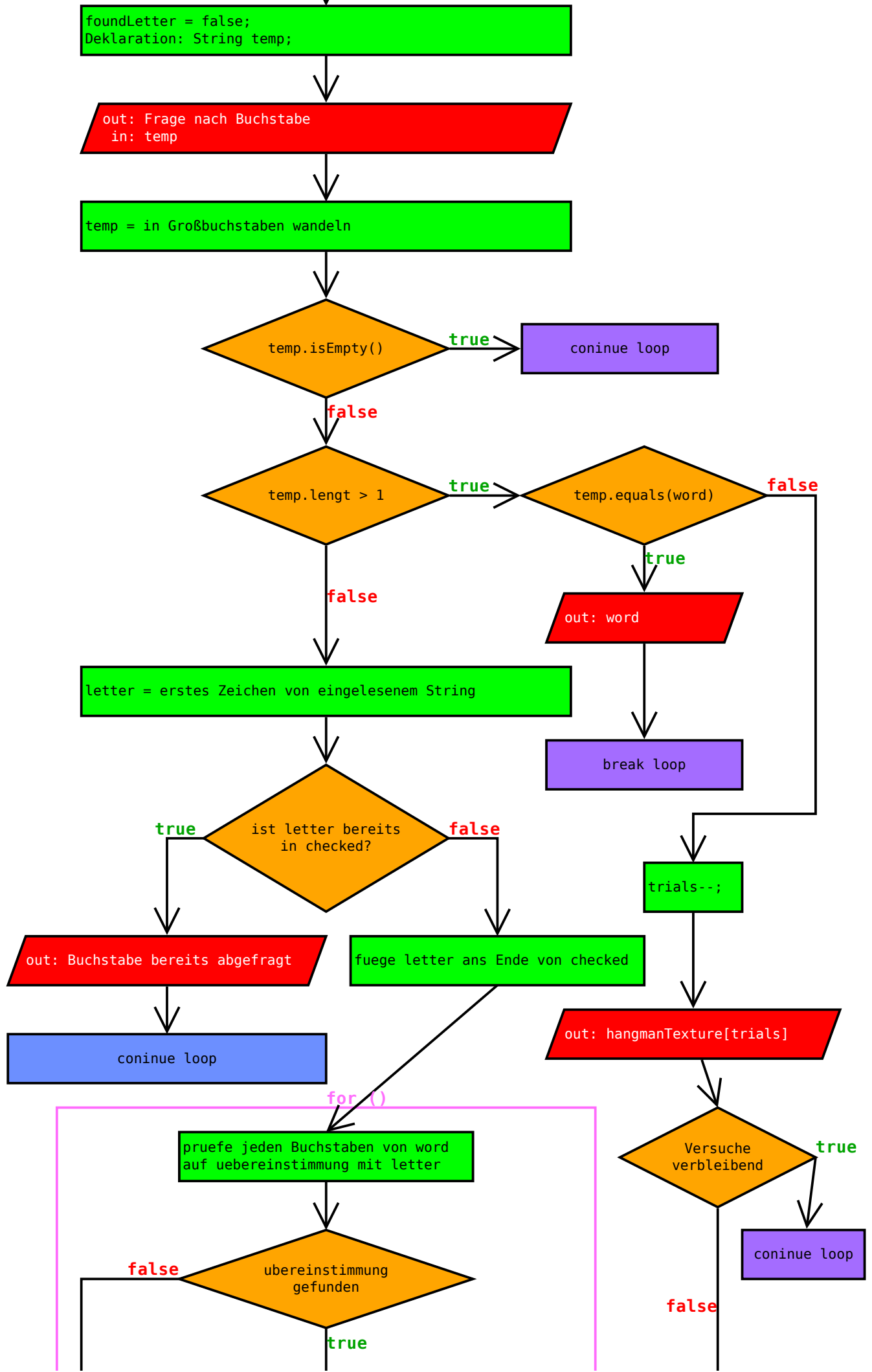
break menu;

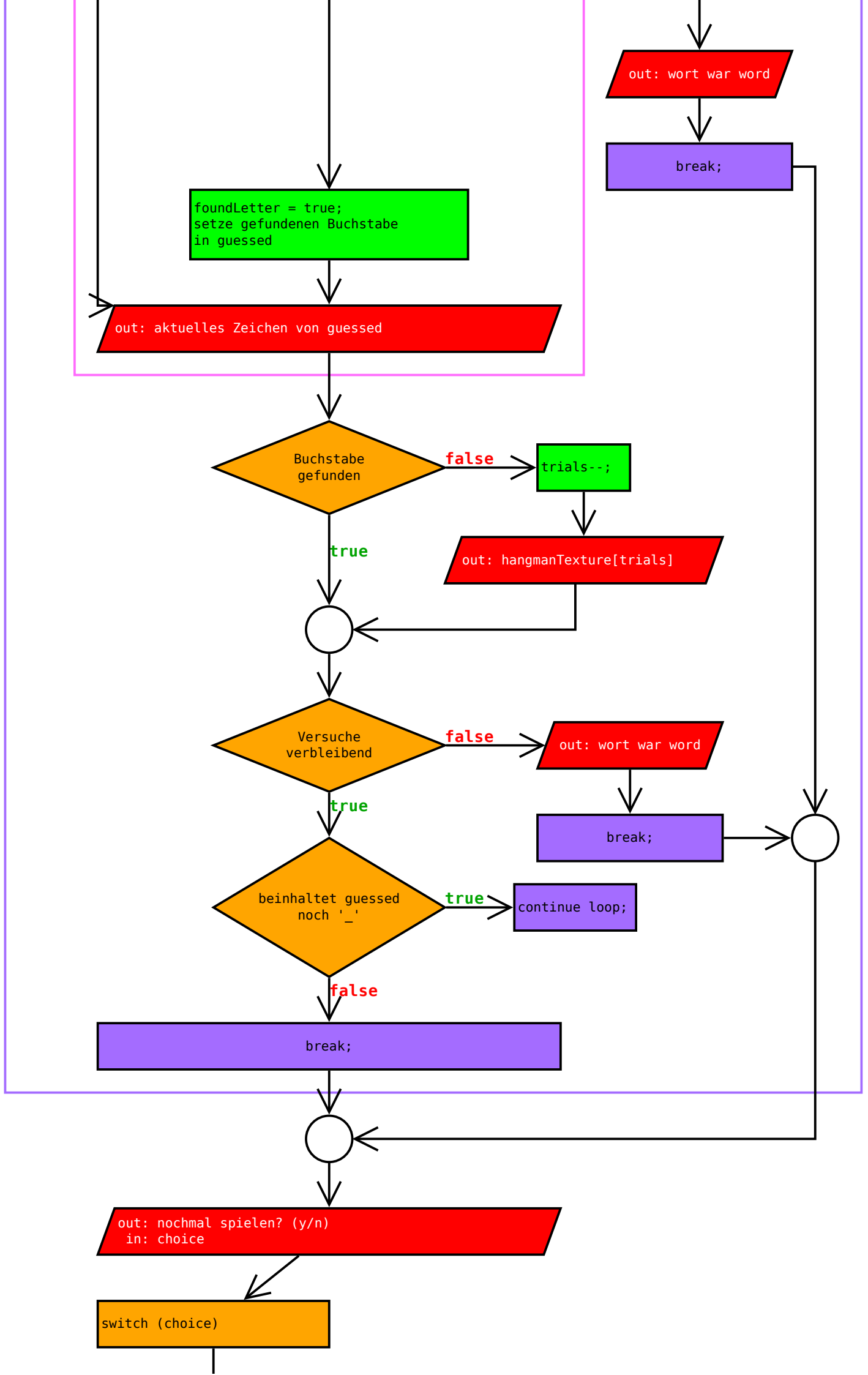
word in Großbuchstaben konvertieren

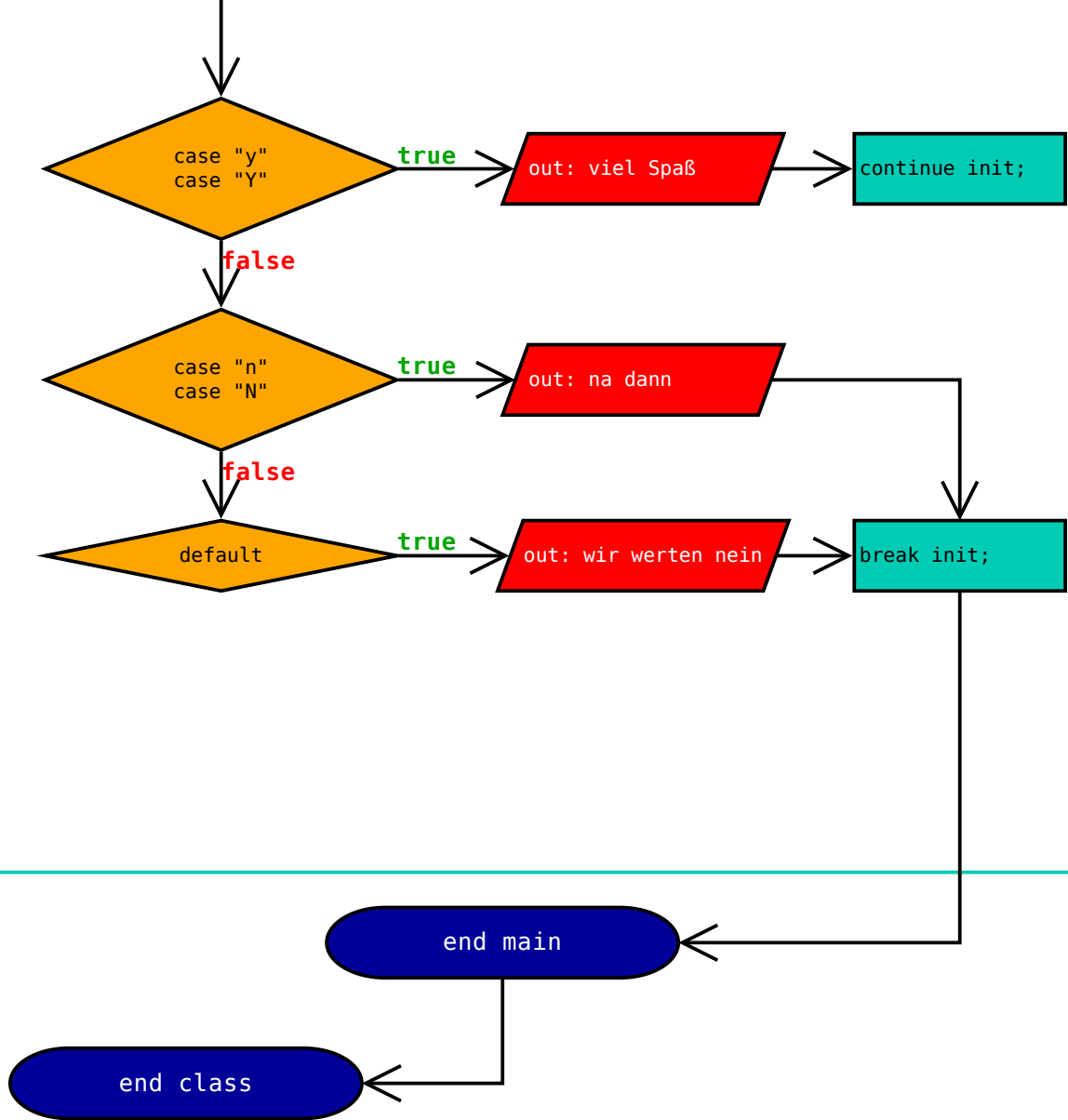
- guessed mit der Laenge von word initialisieren
- guessed mit Unterstrichen fuellen

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

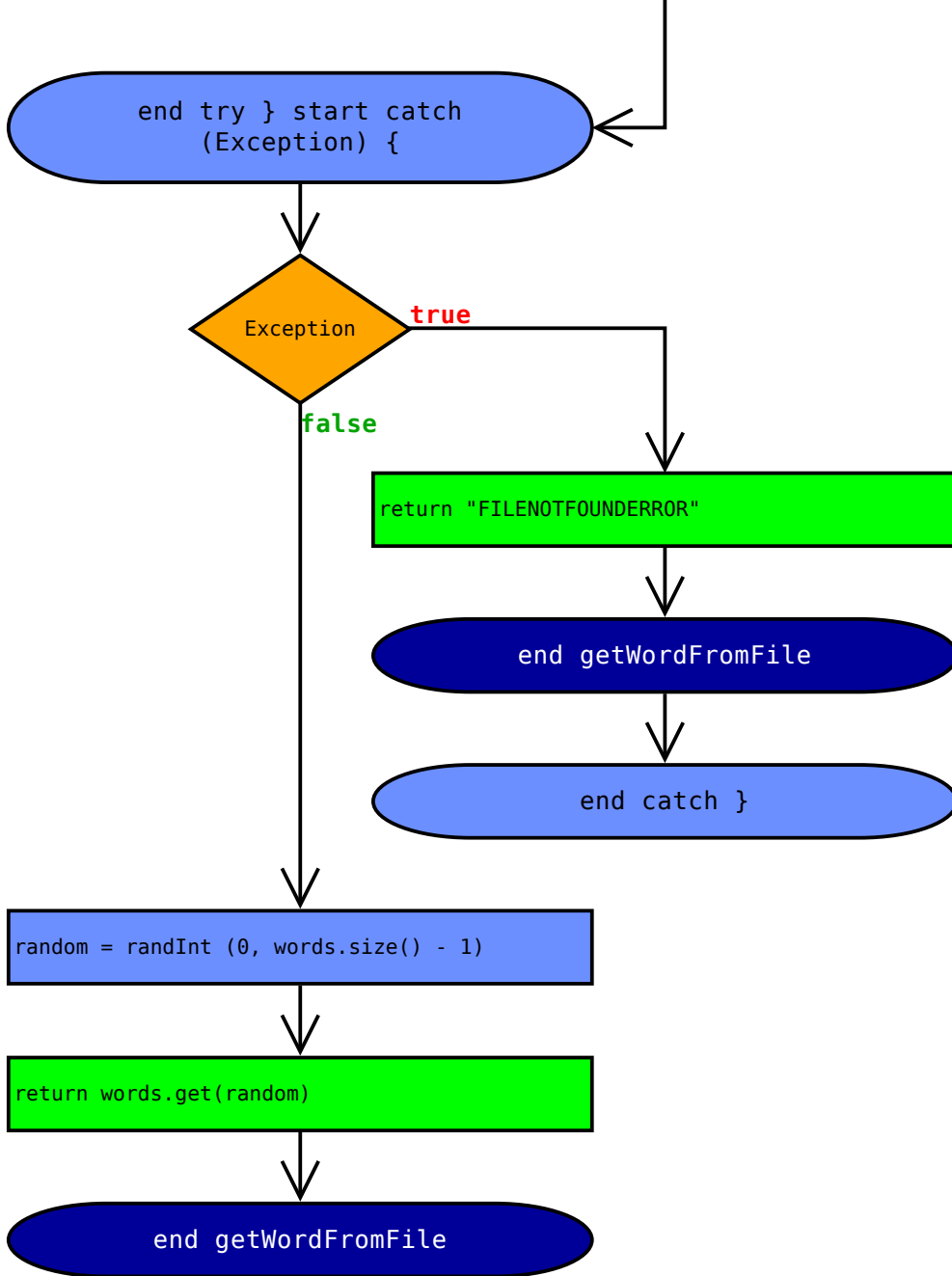
line.length > 3

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

