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| Variables | Inputs | Calculations | Outputs |
| intGuessesLeft  strRandomWord  strMysteryWord  strGuessedLetter  arrAnimals  arrFood  arrCountries | Mouse inputs on main screen for 3 buttons “Play”, “Instructions”, “Quit”  On the play screen there are 3 more mouse inputs  “Animals”, “Food”, “Countries”  Keyboard input into variable strGuessedLetter | 7 if statements that check for mouse position  strMysteryWord = strRandomWord.replaceAll("[a-zA-Z]","\_");  This will loop {  for loop that checks what position strGuessedLetter is in strRandomWord uses indexOf  converts strMysteryWord to a char so the program can replace a part of the char unlike a string. Then changes it back to a string.  The program then checks if strMysteryWord has been changed if it hasn’t 1 is subtracted from intGuessesLeft  } | Button outputs of play, instructions, quit  Category outputs of  Animals, food, countries  Instructions screen output  strMysteryWord  intGuessesLeft  both on the play screen |