**Class Diagram: Hangman Game (UML)**

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| **Class: Hangman** |
| **Attributes / Variables:**  -count (life count): int  -words (theme words): string array  -Spliter (makes every character in a word an element): string array  -cloneSpliter (makes every element in the spliter an underscore): string array  -LoseT (replaces the underscore by the correct letter guessed): string array list  -RandWords (chooses a random word in the word array): string |
| **Methods:**  **No methods at the moment.** |