Deniz Polat

Section 102-002

22103590

In the process of analyzing the files from other students, it was hard for me to find the proper pieces. I downloaded and extracted all the files in my section's folder but the files were not named appropriately. I had to check every single file in order to see which piece they have worked on. After trying to combine some of the files, I finally find the proper ones that match with each other in terms of data types and methods.

The final files that I have used are:

* **Constructor** from Alp Batu Aksan (I added the isGameOver and hasLost methods to the class),
* **Hangman Class** from Derya Sertac (I added the for loop to create the knownSoFar),
* **tryThis()** method from Abdullah Samed Uslu (I edited the names of the methods and variables according to the main I used, and used toString() method to convert StringBuffer variables to String in order to use .contains())
* **chooseRandomWord()** method from Tuna Saygin
* **main** from Yigit Ilk (I corrected some errors that were caused because of type mismatches and corrected the name of some variables and methods.)

In the process of combining and editing the files I got from my friends, the hardest part was to match the files since every group worked separately. I find it very chance-depending to find the correct pieces and it made me sad to being have to try for multiple times. Disadvantages of working separately were basically not being able to control others' work and checking every single detail in their works. As an advantage, this homework was a great chance for me to remember the concepts we've learned in CS101. Also, I love this game personally and I had fun while I was debugging and finally playing the game.