Hangman game

To start with I used the JAVAFX library for the interface.
All need necessary files in
src/main/java/com/example/project(Hangman.java and
HangmanController.java)
and frontend :
src/main/resources/com/example/project(hello-view.fxml)

This program take words in file “words.txt”
(HangmanProject/src/main
/resources). For taking words in file I use this code:

```
List<String> words = new ArrayList<>();
// Read words.txt from resources
try (InputStream is = getClass().getResourceAsStream("/words.txt")) {
    if (is == null) {
        System.err.println("words.txt not found in resources!");
        secretWord = "JAVA"; // Fallback word
        return;
    }
    BufferedReader reader = new BufferedReader(new InputStreamReader(is));
    String line;
    // Add each non-empty line as a word
    while ((line = reader.readLine()) != null) {
        if (!line.trim().isEmpty()) {
            words.add(line.trim());
        }
    }
} catch (IOException e) {
    e.printStackTrace();
}
```

Also I add keyboard and functionality in screen with this code

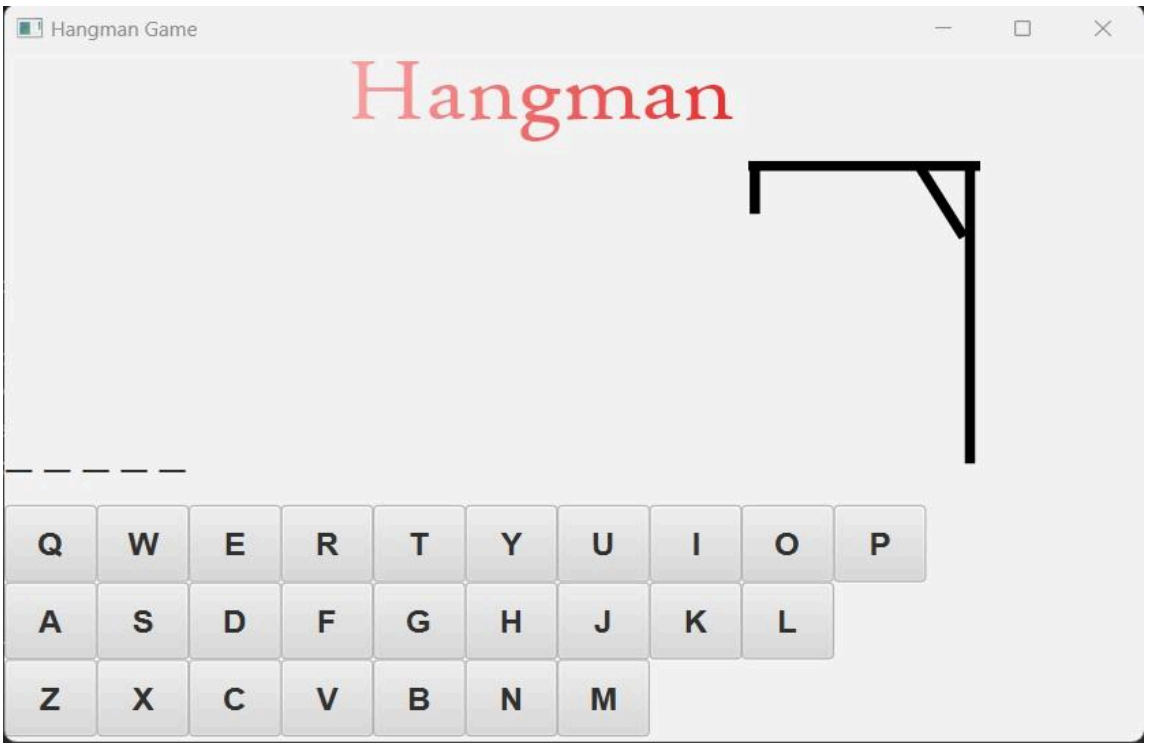
```
private void handleLetterButtonAction(ActionEvent event) {
    Button btn = (Button) event.getSource();
    String letter = btn.getText();
    boolean correct = false;

    // Check if the selected letter is in the secret word
    for (int i = 0; i < secretWord.length(); i++) {
        if (String.valueOf(secretWord.charAt(i)).equalsIgnoreCase(letter)) {
            guessed[i] = true;
            correct = true;
        }
    }
    // Change the button color based on the correctness of the guess
    if (correct) {
```

```
            btn.setStyle("-fx-background-color: green;");
        } else {
            btn.setStyle("-fx-background-color: red;");
            mistakes++;
            // Reveal a part of the hangman drawing for an incorrect guess
            updateHangmanDrawing();
        }
        // Disable the button after it's been pressed
        btn.setDisable(true);
        // Update the displayed word with the new guess
        updateWordLabel();
        checkGameStatus();
```

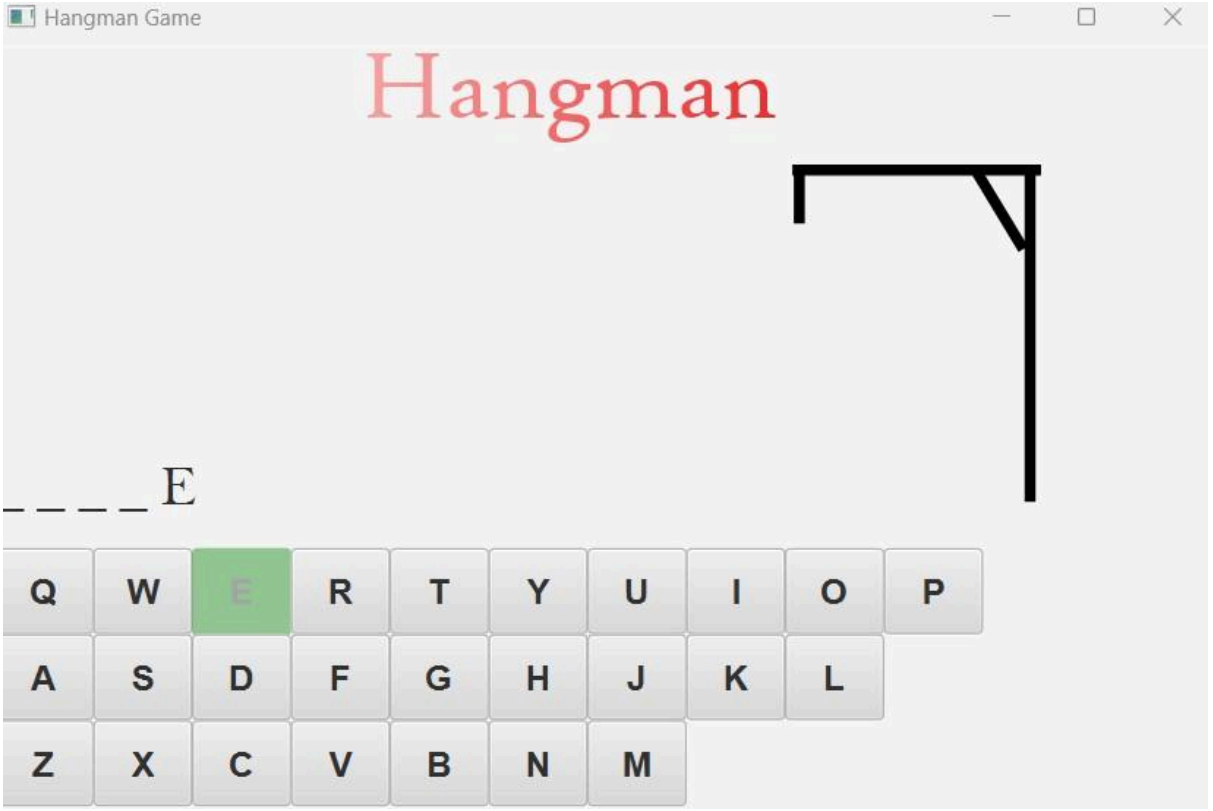
In addition after every mistake the person will show off

```
private void updateHangmanDrawing() {
    switch (mistakes) {
            case 1:
                head.setVisible(true);
                break;
            case 2:
                body.setVisible(true);
                break;
            case 3:
                hand1.setVisible(true);
                break;
            case 4:
                hand2.setVisible(true);
                break;
            case 5:
                foot1.setVisible(true);
                break;
            case 6:
                foot2.setVisible(true);
                break;
    }
}
```

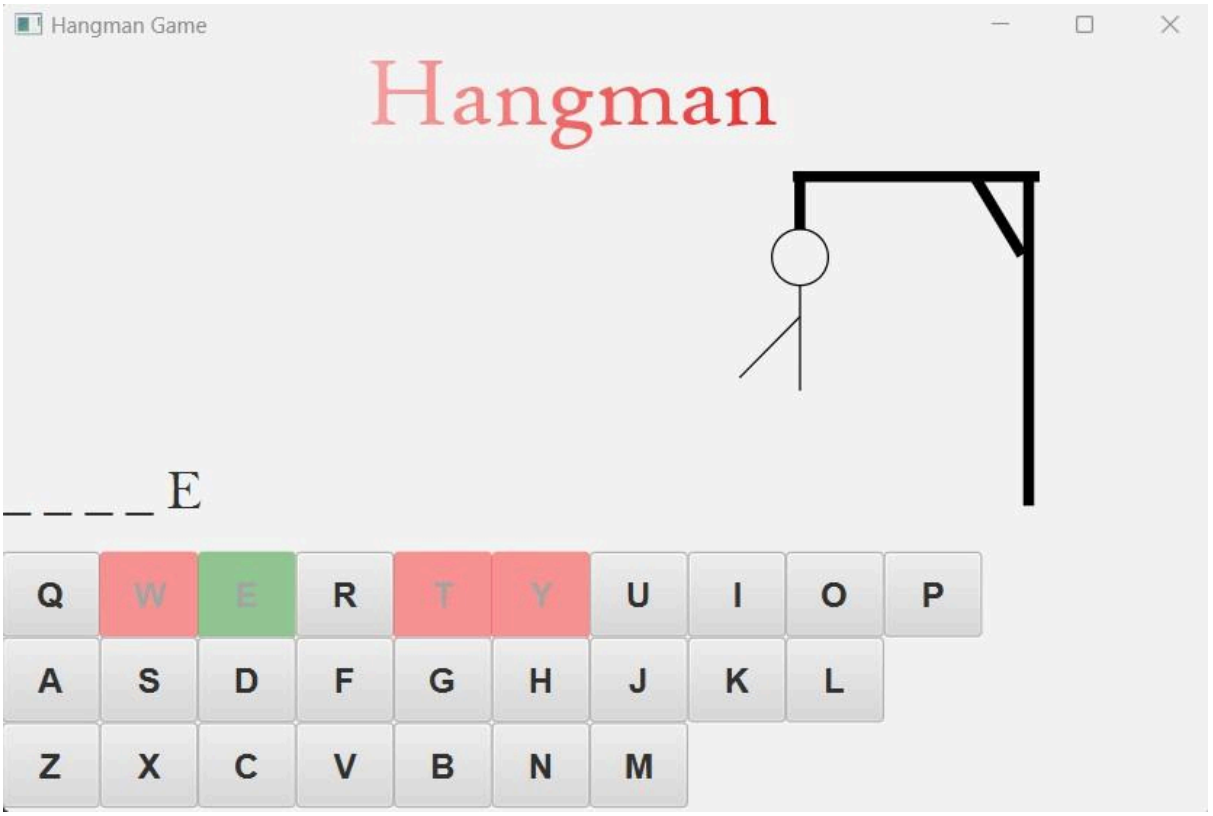
Lets try run this app(you should run this code in Hangman.java):



IF you guess the letter



If you don't



And you lose game if you don't guess