

game.hangman.Hangman
<code>_formatter</code> <code>_guessed_letters : list</code> <code>_hidden_word : list</code> <code>_lang_dict : dict</code> <code>_tries : int</code> <code>_word : str</code>
<code>__init__(word: str, lang_dict: dict, tries: int): None</code> <code>_clean_screen()</code> <code>_timer()</code> <code>check_and_replace(letter: str): None</code> <code>check_if_letter_was_used(guess_letter: str): bool</code> <code>game_is_finished(tries_to_check: int, word_to_check: list): bool</code> <code>guess_letter(): str</code> <code>results(word_to_guess): str</code> <code>run_game(): str</code> <code>set_gameboard(word_to_display: str, tries: int): None</code>



`_formatter`

game.utility_classes.Validators
<code>validate_argv(argv: list[str])</code> <code>validate_lang_dict(dictionary)</code> <code>validate_letter(letter_to_inspect: str): str</code> <code>validate_tries(tries)</code> <code>validate_word(word)</code>