

## Hangman

-fileName: File  
-incorrectGuesses: DoublyLinkedList<Character>  
-allAnswers: SinglyLinkedList<String>  
-currentAnswer: SinglyLinkedList<Character>  
-currentGuessedAnswer: SinglyLinkedList<Character>  
-incorrectSize: int

+Hangman(): Constructor  
+Hangman(file): Constructor  
+setFileName(file: String): void  
+setAllAnswers(): void  
+nextGame(): void  
+guess(guess: char): boolean  
+getIncorrectGuesses(): DoublyLinkedList<Character>  
+getCurrentAnswer(): SinglyLinkedList<Character>  
+getCurrentGuessedAnswer(): SinglyLinkedList<Character>  
+getHangmanIMG(): String  
+getHint(): char

## HangmanSaveLoad

+HangmanSaveLoad(): Constructor  
+saveToFile(game: Hangman, name: String): void  
+LoadFromFile(playerName: String): Hangman

saveLoadGame

## HangmanFrame

-hangman: Hangman  
-saveLoadGame: HangmanSaveLoad  
-gamePane: JPanel  
-imgPane: JPanel  
-loadPane: JPanel  
-menuBar: JMenuBar  
-gameTitle: JLabel  
-lblGuess: JLabel  
-fldGuess: JTextField  
-badGuesses: JTextArea  
-answerArea: JTextArea  
-hangIMG: ImageIcon  
-lblHangIMG: JLabel  
-btnGuess: JButton  
-loadTitle: JLabel  
-lblName: JLabel  
-fldName: JTextField  
-btnLoad: JButton  
-gameMenu: JMenu  
-newItem: JMenuItem  
-saveExitItem: JMenuItem  
-exitItem: JMenuItem  
-helpMenu: JMenu  
-scoreItem: JMenuItem  
-hintItem: JMenuItem  
-contentPane: JPanel  
-player: Player  
-score: Scoreboard

+main(args: String[]): void  
-loadGame(): void  
-saveGame(): void  
-refresh(): void

hangman

## Player

-name: String  
-gamesPlayed: int  
-gamesWon: int

+Hangman(): Constructor  
+Player(): Constructor  
+Player(playerName: String): Constructor  
+setName(playerName: String): void  
+gameWon(): void  
+gamePlayed: void  
+getName(): String  
+getGamesWon(): int  
+getGamesPlayed: int

player

## Scoreboard

-playerList: DoublyLinkedList<String>  
-playersNum: int

+Hangman(): Constructor  
+Scoreboard(): Constructor  
+addPlayer(name: String): void  
+playerGamesPlayed(name: String, gamesWon: boolean): String[]  
+getNextPlayer(index): Player  
+getPlayersNum(): int

scoreBoard