Test Application

Testing the start of the game. Making sure it displays the 'missed Letters', 'Hangman graphic' and 'Guess a letter' messages.

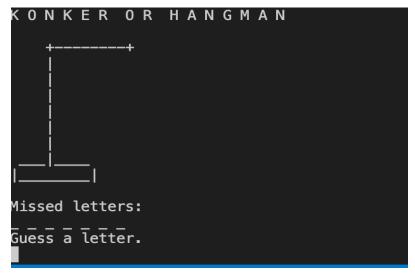
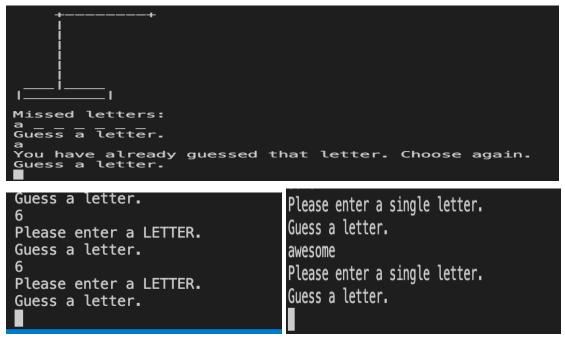


Image of Start of the program

Testing the error handling of the program, making sure the user correctly inputs a single letter and nothing else.



Images of the error handling of the program

Testing the winning message is correctly displayed and if it asks the user whether they would like to play again or not.

Image of the Win screen of the program

Testing the HangMan Graphic is correctly displayed when the user has lost the game. Also, if it asks the user whether they would like to play again or not.

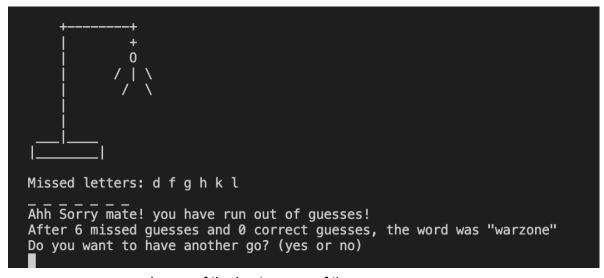


Image of the Lost screen of the program