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Flowchart for Hangman Game

```mermaid
flowchart TD
    Start([Start]) --> init[initialize all variables]
    init --> label[label window]
    label --> import[import hangman file]
    import --> generate[generate the word]
    generate --> run{run}
    run -->|False| quit[quit program]
    quit --> runFalse[run is False]
    run --> keyPressed[keyPressed]
    keyPressed --> fill[/fill background/]
    fill --> display[/display image and instructions on screen/]
    display --> turns{turns > 0}
    turns -->|False| lost[/display message that they lost and the correct word/]
    turns -->|True| initLocal[initialize local variables]
```

Start

initialize all variables

label window

import hangman file

generate the word

run

False

quit program

run is False

keyPressed

fill background

display image and instructions on screen

turns > 0

False    True

display message that they lost and the correct word

initialize local variables

## Flowchart 1: keyPressed

```
keyPressed
    │
    ▼
smth was clicked
 ├── Quit was clicked ──► quit program ──► run is False ──┐
 │                                                         │
 └── key is pressed ──► keyPressed is True                 │
                              │                            │
                              ▼                            │
                       key is part of alphabet            │
                        ├── True ──► add letter to "guess" │
                        │                    │             │
                        └── False ──► (back to keyPressed) │
                                             ▼             │
                                            End ◄──────────┘
```

- keyPressed
- smth was clicked
  - Quit was clicked → quit program → run is False → End
  - key is pressed → keyPressed is True → key is part of alphabet
    - True → add letter to "guess" → End
    - False → keyPressed

## Flowchart 2: generate the word

```
generate the word
    │
    ▼
open file
    │
    ▼
read lines individually
    │
    ▼
return random line
    │
    ▼
  End
```

for character is in word

character in word

character is space

guess is wr[...]

draw the character

draw a space

draw an "[...]

add it to the guesses

subtract 1 fro[...]

no more missing characters

True

False

display winning message

End

rong

_"

n turns